


Full-color
Poster
Inside!

PA JOYCE

JET GRIND RADIO

SYBEX
OFFICIAL
STRATEGIES
& SECRETS

 Dreamcast™

The ONLY OFFICIAL
Guide from

SEGA®

and


SYBEX

2
THRIFTBOOKS





SYBEX

Pd. Joyce

SAN FRANCISCO • PARIS • DÜSSELDORF • SOEST • LONDON

Associate Publisher: Dan Brodnitz
Contracts and Licensing Manager: Kristine O'Callaghan
Acquisitions and Developmental Editors: Dan Brodnitz and Willem Knibbe
Managing Editor Game Books: Roger Burchill
Editor: Brett Todd
Production Editor: Roger Burchill
Proofreader: Lindy Wolf
Book Design: Mueller Design Interactive
Book Production: David Van Ness
Graphic Illustrator: Tony Jonick
Cover Design: Calyx Design
Poster Design: Richard Szeto

SYBEX and the SYBEX logo are either registered trademarks or trademarks of SYBEX, Inc. in the United States and/or other countries.

Sybex Strategies & Secrets is a trademark of SYBEX, Inc.

© SEGA CORPORATION 2000. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, and JET GRIND RADIO are trademarks or registered trademarks of SEGA ENTERPRISES, LTD or its affiliates.

TRADEMARKS: Sybex has attempted throughout this book to distinguish proprietary trademarks from descriptive terms by following the capitalization style used by the manufacturer.

The author and publisher have made their best efforts to prepare this book. Game content is subject to change after its release. The author and the publisher make no representation or warranties of any kind with regard to the completeness or accuracy of the contents herein and accept no liability of any kind including but not limited to performance, merchantability, fitness for any particular purpose, or any losses or damages of any kind caused or alleged to be caused directly or indirectly from this book.

Copyright©2000 SYBEX, Inc., 1151 Marina Village Parkway, Alameda, CA 94501. World rights reserved. No part of this publication may be stored in a retrieval system, transmitted, or reproduced in any way, including but not limited to photocopy, photograph, magnetic or other record, without the prior agreement and written permission of the publisher.

Library of Congress Card Number: 00-109111

ISBN: 0-7821-2894-7

Manufactured in the United States of America

10987654321



Dedication

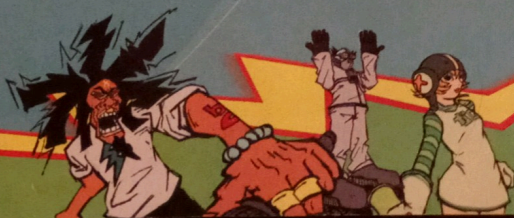
To DSO, my alarm clock and wailing wall, for sacrificing television and sanity to make life as painless as possible.

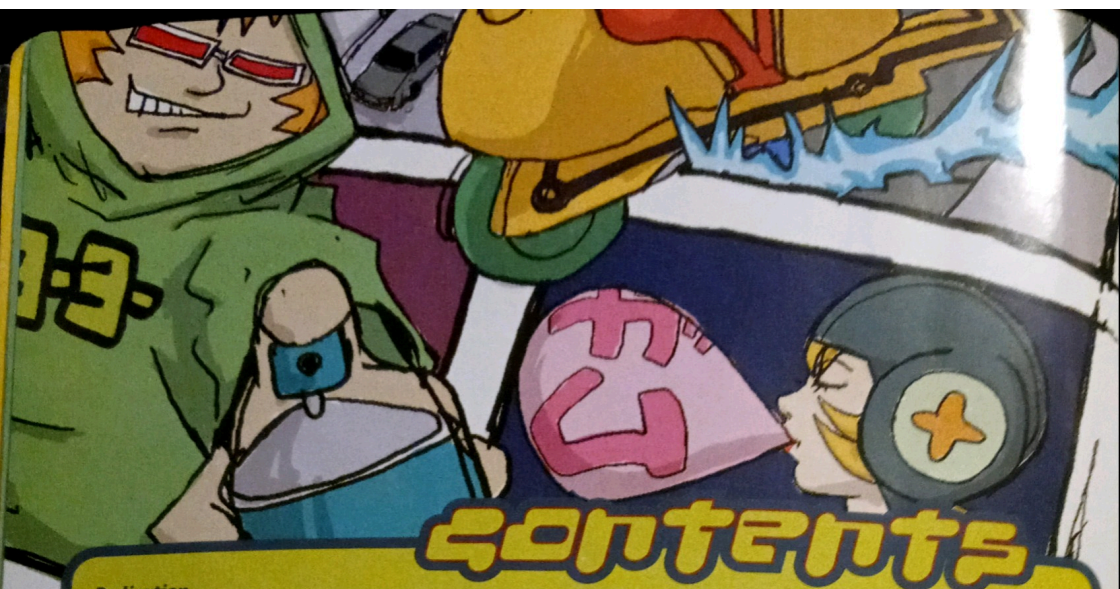
Acknowledgments

The biggest and best thanks go to the team at Sybex, who managed to churn the giant cog of the Strategy Guide Machine and make my incoherent scribbles and notes into something very beautiful and intelligible. Dan Brodnitz, Roger Burchill, and Willem Knibbe: I am forever indebted to you guys for always being on top of everything when I wasn't and for "sparing the rod." Special thanks go to Brett Todd for copyediting my "English" and Tony Jonick for making lemonade out of lemons with my crayon-drawn maps.

Thanks also to Sega for publishing *Jet Grind Radio* and for coming through with all the answers to my five-foot long list of questions. In particular, thanks to Sheri Hockaday, Jane Thompson, Jason Kuo, Koji Kuroki, Robert Alvarez, Justin Gabrie, Steve Peck, Daniel Chang, and Adam Terminello for all their help with this guide.

And last, but by far not least, a gamer's heartfelt thanks go to Smilebit for making one of the most original and innovative titles on the market. Their hard work and imaginative designs are deeply appreciated by this humble strategy guide writer.





contents

Dedication	iii
Acknowledgments	iii
Fight the Power	vi
How to Use This Book	vii

Fundamentals

Welcome to the GGs Garage	1
Different Game Modes	3
Game Terms and Symbols	4
Rankings	5
General Strategies	5

Friends and Foes

Meet the Crew	8
Know Your Enemies	25

Welcome to the Walkthrough

GGs Walkthrough

Shibuya-cho: Shibuya GG	30
Shibuya-cho: Love Trap	35
Kogane-cho: Monster of Kogane	40
Kogane-cho: No. 540	45
Kogane-cho: Kogane Circus	50
Benten-cho: Benten Boogie	54
Benten-cho: Graffiti High	59
Benten-cho: Noise Reduction	65
Shibuya-cho: Love Attack	69

COMBO & SUBE WALKTHROUGH74

Bantam Street: Tag or Die	75
Grind Square: Rock 'n' Roll Grind	82

GOLDEN RHINOS WALKTHROUGH88

Shibuya-cho: Explosion!	88
Kogane-cho: Fight or Flight!	96
Benten-cho: Benten Burning	105
Benten-cho: Behind the Mask	114
???: Final Groove	117

JET GRAFFITI, JET CRUSH, AND JET TECHNIQUE MODES122

Jet Graffiti	123
Jet Crush	129
Jet Technique	135

SECRETS142

Poison Jam	142
Love Shockers	142
Noise Tank	143
Goji Rokkaku	143
Potts	143
Alternate Cinematics	144

TAG LIST146

Graffiti Soul Master List	146
---------------------------------	-----



FIGHT THE POWWERS

Somewhere in Asia you stumble across the city of Tokyo-to. No ordinary city, its streets are ruled by gangs of street punks called Rudies. And like Tokyo-to itself, Rudies aren't your average gangs. They fight for their territories armed with nothing but jet-powered skates and plenty of spray paint. Measure in some serious attitude and graffiti skills and you've got a terminally hip gang of Rudies known as the GGs.

Of course, life isn't all skating and painting. Your way of life is being threatened by the city's ruthless police force. You'll have to become an expert skater and graffiti artist to outsmart and overcome all the obstacles in your path. Tune your radio into the pirate station called *Jet Grind Radio* for inspiration and guidance, strap on the wheels, and hit the streets!

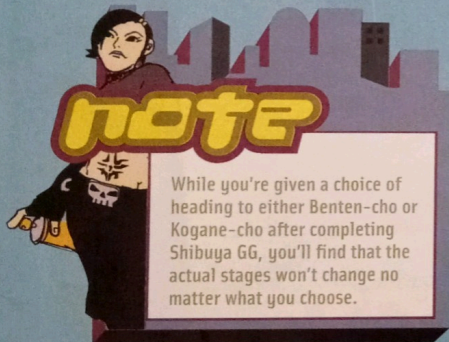
Fast-paced and hip, *Jet Grind Radio* is Sega's ode to the next generation of gaming. And we're here to provide you with all the information you'll need to survive every level, conquer every stage, and discover every secret. Get ready to grind, skate, and trick your way to the finish line with one of the coolest and toughest games yet.



How to Use This Book

This guide contains everything you need to know to beat and master *Jet Grind Radio*. Start out with the Fundamentals, where you'll be introduced to the core game concepts and strategies. Then move on to Friends and Foes to learn more about Beat and the nine other playable characters who'll ask to join your gang along the way. They won't sign up without some proof that you're the toughest gang of Rudies in town, so be sure to read the detailed strategies for how to beat all the Rival Challenges in the game. This section will also acquaint you with the sinister Police Captain Onishima and the rival gangs you'll encounter.

The real meat of this guide lies in the massive Walkthrough section. Look here for full details about every tag location and shortcut in the game. You'll also find all the tips needed to stay alive in the face of some very dangerous enemies. Each stage walkthrough is loaded with maps and structured in the order in which they are unlocked.



Flip to the back of the book for the final word on how to score in the game's Jet Graffiti, Jet Crush, and Jet Technique modes. This comes complete with another set of detailed maps. The last two sections, Secrets and Tag List, are where you'll get the scoop on a set of secret playable characters, plus a comprehensive list of the game's tags.

Once you get past the Fundamentals and Friends and Foes, try to use the rest of the book only when you're stuck. *Jet Grind Radio* is a game meant to be experienced. It's tough at times, but you'll be greatly rewarded in the end. Good luck, Rudie!



Fundamentals

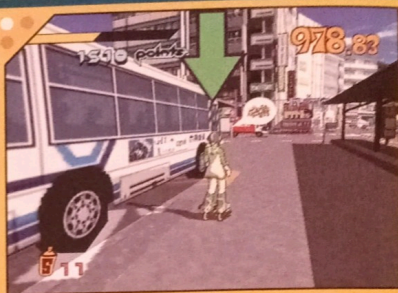
This section is designed to help you familiarize yourself with the concepts and gameplay found in Jet Grind Radio. Be sure to read over the following pages—this isn't your average racing or adventure title; there are plenty of new ideas that you won't readily find in any other game on the market. You'll also find advice to help you come out on top, including how to read the in-game maps plus some general strategies on how to skate your best and perform tricks.

Welcome to the GGs Garage

You'll start off at the GGs Garage, the group's home base. Here you can access the game's Internet connection, game options, BGM mode (where you can listen to the game's background music), the Create Graffiti area, and the Stage Select screen. Each one of these is important to both making it through the game and to getting the most out of the game. You'll also have access to other options over the course of the game. Read on for more....

Spray Painting 101

Wondering how to get your tags on the walls? First off, you'll need to look for either red or green arrows on different objects once you either enter a stage or a Rival Challenge. When you see one, skate over to it and a thought bubble will appear over your character's head. Make sure that you have some Spray Paint Cans, then press the left trigger. Next, you'll do one of two things, depending on the size of the tag: If you're working on a small tag, simply spray it and the tag will be complete. If it's either a large or x-large tag, stop and some directions will appear on the screen.



When the thought bubble appears above your head, it's time to start tagging.

note

Different characters have different levels of skill when it comes to the art of graffiti. For instance, Gum's graffiti skills are more advanced. She has more complex directions, but she also receives higher points for completing tags.



Welcome to the GGs Garage



To complete the tag, follow the analog directions that appear.

These directions can be activated or followed by using the analog stick. You must follow them as they appear on the screen. If you do this correctly and quickly, you'll move on to the next set of instructions until the tag is complete. The larger the tag, the more complex the set of directions will be. Once the tag is complete, you can move on.

If you make a mistake, the directions will appear with red lines through them and you'll be bumped back to an easier set. You won't necessarily have to start over, but you'll receive fewer points for the tag and you'll lose a can. The best way to tackle a complex large tag is to stay loose and keep your thumb or finger on the analog stick throughout the process.



If you're under attack while trying to complete a tag, you can tap the left trigger to exit Tag Mode and escape! Return to finish the tag once the coast is clear.

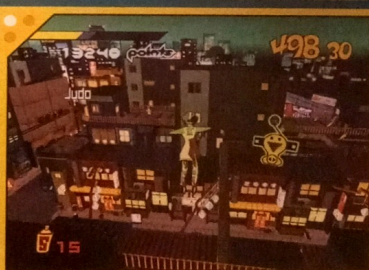
Always carry enough Spray Paint Cans to do the job. You don't want to run dry midway through a tag. Small jobs require only a single can, while large ones consume three. The x-large tags use up a whopping seven cans. Keep this in mind while you're roaming the streets of Tokyo-to, and figure this in when you're choosing a character for any given stage or mode. Some can only hold up to 15 cans, while others can carry over 20.

Creating and Collecting Tags

In *Jet Grind Radio*, you can make your own personalized graffiti art in the GGs Garage.

To try your hand at this, simply select the Choose Graffiti Art option. Then pick Create Own Artwork and a new painter-style program will appear. Use it to enter a word, then virtually "paint" the words and the background to your liking. You can save and import the art you create into the game's regular collection of tags.

There's one other way to access new tags: by collecting items called Graffiti Souls scattered throughout each stage. Once you've snagged a Graffiti Soul and completed a level, you can select it from the Graffiti Art menu for use in the regular game. If you don't finish the level or the stage, however, you won't be able to use these new tags.



Collect Graffiti Souls in each stage.



Fundamentals

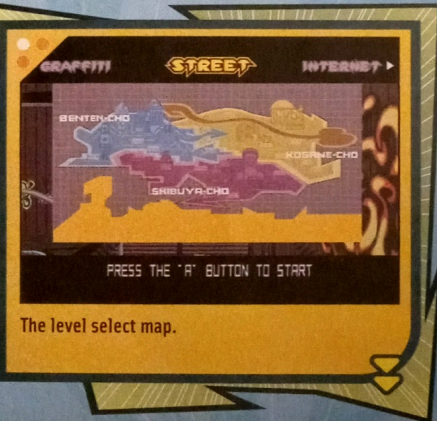
Some Graffiti Souls are easy to find, while others are more difficult to get your hands on. It's easiest to save your collecting habits for the Jet Technique mode that opens up after you've completed certain requirements.

What's on the Internet?

Want to download pictures from the official *Jet Grind Radio* home page on the web to use as tags in the game? Then make sure to check out the Connect to Internet option available in the GGs Garage. Remember to save your game before going online to avoid losing any data. Browse through your game manual to bone up on details about the website.

Stage Select

When you're ready to begin playing, select the stage you'd like to begin on via the Stage Select screen. At the start of the game, you'll only have one choice available: the first level in Shibuya-cho, Shibuya GG. Once you complete this stage, more will open up in the adjoining maps, Benten-cho and Kogane-cho.



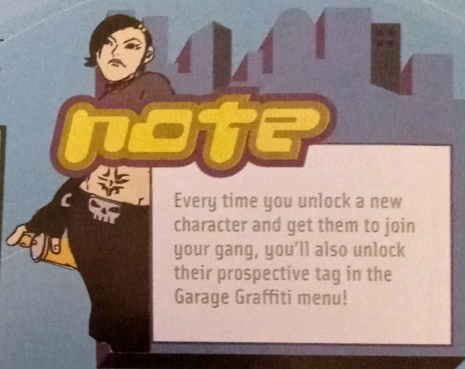
The level select map.

Keep in mind that open stages can be completed in any order you like. To open later stages, however, you'll need to finish what's available on the current map. For instance, you must wrap up Benten Stage #3: Noise Reduction, and Kogane Stage #3: Kogane Circus, if you want to try your hand at Shibuya Stage #3: Love Attack.

To learn what stages open up other areas, refer to the introduction to the walkthrough section, a little later in this guide.

Meeting Rivals

You'll begin the game with Beat as the main member in the GGs. When you start a new game, you'll be challenged by two new members, Gum and Tab, who are looking to join your group. Before they agree to sign up, you must first be able to mimic their moves in two separate challenges. Follow their directions and complete the challenges to bring them into the GG fold.



As the game progresses, more Rudies will approach you in the GGs Garage. Each will ask you to come outside and try besting them in either copycat challenges or races. In copycat challenges you mimic the rival's moves; they'll join your gang if you can mirror them. Races are different and involve beating your rivals to a tag and spray painting it before they do. Pull it off and they'll become part of your group.

Different Game Modes

A number of game modes are accessible in *Jet Grind Radio* once you complete a certain number of requirements. Your first set of challenges on the stage select map consists of story missions, such as Love Trap or Monster of Kogane. As you progress further into the game, new stages will open up for you to try: Jet Graffiti, Jet Crush, and Jet Technique.



Take on rivals in a mission-based challenge.

There are up to 15 playable characters in *Jet Grind Radio* and many of them are accessible through Rival Challenges. But there's no pressure to take on a challenge if you're not ready. Feel free to turn them down—they'll return later to throw down the glove again.

If you're looking for more information on all this, you're in luck. This guide has a whole section—Friends and Foes—on the different characters in *Jet Grind Radio*, and the Rival Challenges you'll need to master to recruit them.



You're ready to try some new game stages when these icons appear on the level select map.

TIP

There are five hidden playable characters in *Jet Grind Radio* that are accessible by completing certain objectives. See if you can find them all! (And if all else fails, check out the secrets section in the back of this guide.)

Jet Graffiti

In Jet Graffiti your job is to complete every red arrow tag on a given stage under a specific time limit. If you haven't succeeded when the clock runs out, you'll have to try again.

Jet Crush

Jet Crush works a lot like the Rival Challenge races in that you'll race against one of your teammates to reach a tag and spray paint it first within a certain amount of time.

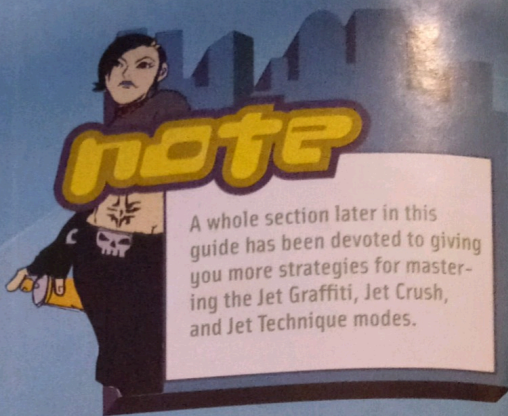


Jet Technique

Jet Technique lets you roam freely across a given stage, trying to amass the most points possible by performing tricks and completing tags in the time allowed. Your goal in these three modes is to get enough points to grab the top ranking of Jet.

Game Terms and Symbols

Jet Grind Radio has a number of unique concepts and symbols. There are also a number of items that you can collect while progressing through the various stages. Each one affects gameplay in different ways, as you can see in the table that follows.



Game Terms and Symbols

Item or Gameplay Symbol	What It Means
Yellow Spray Paint Can	Good for one use only.
Blue Spray Paint Can	Five Spray Paint Cans in one!
Red Health Spray Can	Restores some health and stamina.
Graffiti Soul	Becomes a tag once collected; usable if selected in the Select Graffiti menu at the GGs Garage.
Red Arrow	Indicates a required tag surface.
Green Arrow	Indicates an optional tag surface.
Exclamation Point	Appears above your character's head once you've been spotted by the police or an enemy. It will start to pulsate as the foe gets closer.
Thought Bubble	Shows that you're in position to start spraying a tag.
RUN!	An enemy is close enough to cause you serious damage when this warning appears.
OKAY!	Informs you that you're safely out of an enemy's range.
Blue Arrow	Directs you to a safe escape route away from pursuers.
Tag Arrows	Displays the directions in which to move the analog stick to create a tag.
Radio Signal	Alerts you to police activity on your current stage.



Rankings

Throughout *Jet Grind Radio*, you'll perform tricks or spray paint tags in order to complete levels—but this isn't your only motivation. At the end of every level, the tricks you perform and the tags you spray paint are translated into points. This total is added to the amount of health you have remaining, the time left over, the number of Graffiti Souls you've snagged, and the number of Spray Paint Cans still in your possession to produce a final score. You'll then be awarded a ranking depending on this score that ranges from Pedal to Jet, with Jet being the highest.



Getting Jet shows that you've got mad skills.

The point requirements for each ranking varies for every level, but your real goal is to grab Jet ranking for every stage. This can be tough your first time through the game, so when you manage to complete *Jet Grind Radio*, you can save a completed game to your VMU. Load it back up again and you'll be able to start the Story with *all* your completed data, including your previous scores and characters plus the Jet Technique, Crush, and Graffiti modes that you've already opened up. Now you've got a chance to best your old rankings and scores.

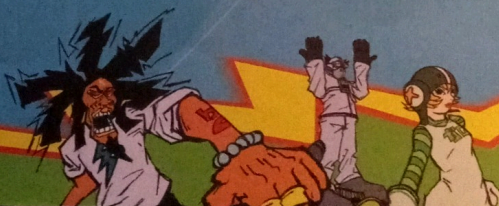
note

We've got you covered—at the beginning of each of the stage walkthroughs later in this guide, you'll find the required points needed to snag each of the different rankings. At the end of each walkthrough, you'll find a section detailing the strategies you can use to get Jet Ranking.

General Strategies

There are two sayings that apply perfectly to *Jet Grind Radio*: "Practice makes perfect," and "If at first you don't succeed, try, try, again." This is a game that requires as much skill as it does persistence. Some of the stages are massive and you'll need to familiarize yourself with the turf and the attack plans of the police in order to get a better idea of how to get the job done. This will also help you grab as many points and Spray Paint Cans as possible along the way.

The best advice of all is don't give up! Keep honing your skills and you'll not only succeed, but you may discover an even better way of completing each stage or beating that seemingly invulnerable boss.





Need a little more help finding some shortcuts or grindable paths in certain stages? Look no further than the looping demo at the start of *Jet Grind Radio*. Let the demo run before you start a game and often you'll see characters taking cool shortcuts or accessing new places that you may not have found on your own.

Skating

Getting used to your jet-powered inline skates is essential to success in *Jet Grind Radio*. With the help of your dash button and excellent timing, you'll learn how to get around incredibly fast and evade the police with style. Get to know your surroundings and what surfaces you can ride on to better your chances.



Skating backwards doubles trick points!

Try skating backwards for some major points and to get at tags or enemies more easily! Simply take your finger off the right trigger and toggle the analog stick up, down, then up again. Your character will turn around and you'll be able to start backskating. Though you can't dash in this mode, you can still jump around, pull off tricks (for double the points!), and paint tags. If you stop, fall, get attacked, or are hit by a car, you'll be turned back around to skating forward once you recover.

Pulling off Tricks

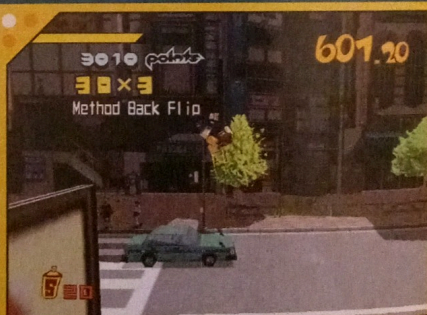
Tricks in *Jet Grind Radio* aren't laid out like those in a typical skating game. There are no special button presses or combos to make your character pull off a trick. Instead, performing a trick depends on the amount of air you have when your character jumps or grinds a railing or some other surface.

Tricks are incredibly important for not only increasing your speed (which is especially useful in a chase or to beat the clock), but for grabbing big points. And the bigger the points, the more chance you have at snagging a Jet Ranking on a given stage.

Tricks are divided into three categories: Air Tricks, Grinds, and Wall Rides.

Air Tricks

Air Tricks depend on the amount of hang time you score once you jump (by pressing the A button and holding it). You'll be amazed at what your character can do if you're going fast enough and jump from a high position!

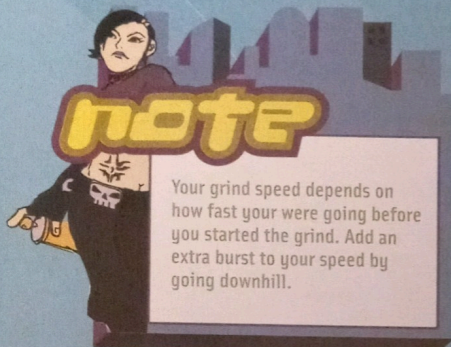


Pulling off an Air Trick.



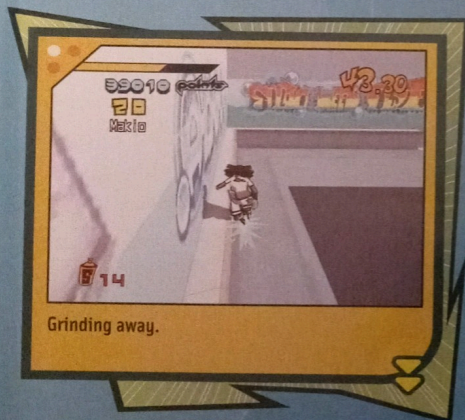
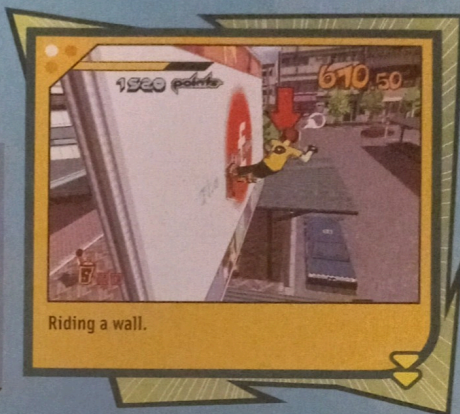
Grinds

Grinds are a little different in that you'll need a surface like a railing or a curb to pull them off. If you position your character correctly, you'll start grinding! Depending on your velocity you might even be able to perform an Infinite Grind! Try to go from grinding one surface to the next and see how long you can sustain the grind. Your points will be doubled and even tripled depending on how long you hold out.



Wall Rides

Wall Rides are much simpler tricks to pull off—if you have the right conditions. Most walls in tunnels and other areas can be tricked off of, but you'll need the right amount of velocity and air. If you keep the A button pressed down after a Wall Ride, you might even pull off another trick, as long as you have enough air time.



FRIENDS and FOES

Throughout Jet Grind Radio, you'll find that fellow Rudies just love to swing by the GGs Garage. All of them have one thing on their mind: joining your crew. But getting Rudies to sign up with your group is not as easy as just asking. You'll have to listen and watch carefully as they spin through a series of mini-stages that you'll have to follow. Or you may have to race them to a tag to earn the right to add them to your gang. Find out all about these Rudies in "Meet the Crew," below.

On the flip side, there are loads of enemies determined to keep you from reaching your next tag. Led by Police Captain Onishima, these villains can't wait to get their patented Keisatsu bracelets on your wrists...and they're ready to pull out all the stops to shut you down. Get a brief overview of who you're up against in "Know Your Enemies," at the end of this section.

Meet the Crew

Each character has their own strengths and weaknesses. Some will inevitably be better suited to your style of play. When you successfully recruit a new character, give them a test run around a level to check out if you like their skills and how they handle. Your success depends on choosing the best character for the job.

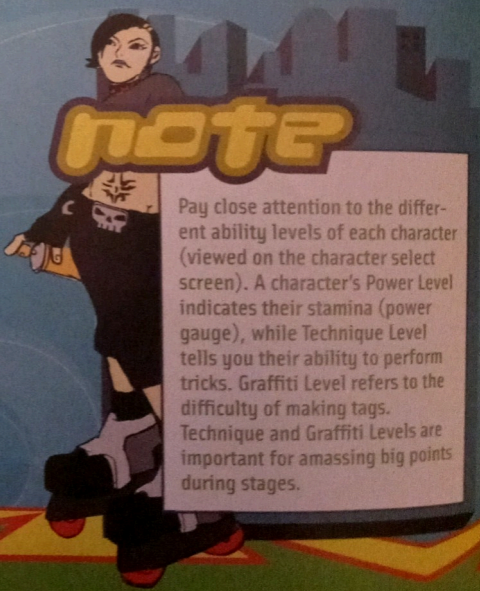
Though each character has different levels of technique, power, and skill, you can roughly divide the GGs into two groups: technique (trick-oriented characters) and graffiti (tag-oriented characters). Skaters like Gum score high by painting complex graffiti tags, while someone like Tab is more skilled at performing point-earning tricks.

A Closer Look at Tricks

Every skater in the game specializes in certain tricks, but all these stunts can be broken into three basic categories: Air Trick, Grind, or Wall Ride. Wall Ride is the same for all characters, but Grind and Air Tricks can change depending on whether you approach the jump or grind from the left or right side. There's also a set of completely new trick names available if you complete any stunts while skating backwards.

note

Pay close attention to the different ability levels of each character (viewed on the character select screen). A character's Power Level indicates their stamina (power gauge), while Technique Level tells you their ability to perform tricks. Graffiti Level refers to the difficulty of making tags. Technique and Graffiti Levels are important for amassing big points during stages.



Playing as Beat

Style: Technique Type

Power: Mid to High

Technique: Mid

Graffiti: Mid

Max Number of Spray Paint Cans: 20

The new leader of the Shibuya-cho gang of GGs, Beat is the character you start out as in *Jet Grind Radio*. His abilities are well rounded, with average power, technique, and skill. Since Beat has good stamina, use him to familiarize yourself with some of the different stages, such as the early ones in Shibuya. As the game progresses, you may find it easier to use skaters like Gum or Tab to amass more points through tricks or tags.

Beat

Grind Tricks

Front Technique
Acid/Farside Acid
Unity/Backside Unity
Backslide/Backside Backslide
Alley-Oop Technique
Royal/Farside Royal
Ally-Oop Miz/
Farside Ally-Oop Miz

Air Tricks

Method Backflip
Flying Kite
720 (Backwards)
Method (Backwards)
Half-Pipe Technique
Judo Backflip 180
Misty
540 (Backwards)
Abstract 540 (Backwards)
180

We've set you up with a trick list for each of the 10 main playable characters. Let's use Beat as an example to take a closer look at how to read these lists: Beat's table is broken up into two different columns: Grind Tricks and Air Tricks. Beneath each column head, you'll find the names for his "Front Techniques," which are grinds going forward. His Alley-Oop Techniques are those he can perform while grinding backwards. The slash between trick names shows left-side vs. right-side approaches. An Acid Front Technique, for instance, is the name for a grind from the left side; Farside Acid Front Technique is the name for a grind from the right side.

Beat's Air Tricks are split into two types: Method Backflips and Half-Pipe Techniques. Method Backflips are tricks performed by building up enough air and speed and going for it. Half-Pipe Techniques are exactly that: tricks that happen when you're on the ground or in a half-pipe area.

You'll find that every character has slightly different names for these categories, but they represent the same things. The real trick is mastering them all, especially those that you'll have to perform skating backwards!

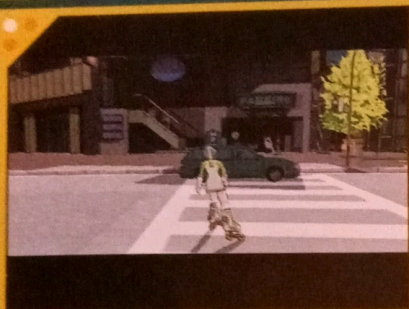


Recruiting Gum

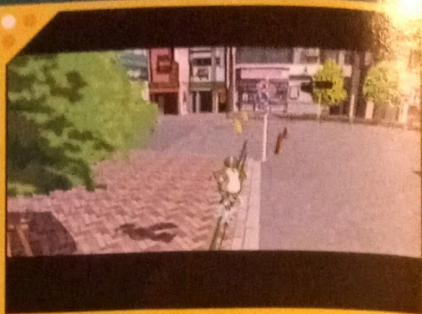
Type: Three Stage Challenge

Challenge #1: Dash 'n' Jump

Your first meeting with Gum is fairly easy. It also gives you a chance to check out some of *Jet Grind Radio*'s controls. Follow Gum's lead by dashing up and around the railing. Then, when you approach the car, slow down and jump on top of it.



Slow down before your jump here.



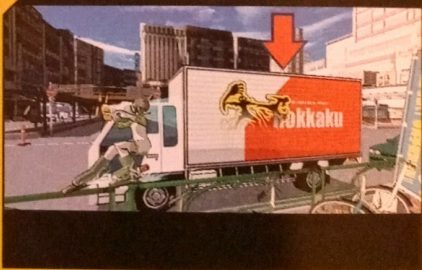
Speed is essential to keeping this grind alive.

Challenge #3: Spray the Cars

Watch Gum closely and follow her lead. Collect the two Spray Paint Cans in front of you and approach the pair of cars to your left slowly. When the thought bubble appears above your head, hit the left trigger to spray the tags. Hop up to the rail behind the cars and collect the next two cans, then continue to the next rail. Grind past the two cars, hitting the left trigger again when the thought bubble reappears. Gum will join your gang when you land.

Challenge #2: Grind Away

The next challenge requires some velocity to sustain your grind. Dash up to the rail, jump onto it, and then and keep going until you land on the street at the end. Using your dash before leaping onto the rail will keep you going!



Spray these trucks as you're riding by on the rail.



Playing as Gum

Style: Graffiti Type

Power: Mid

Technique: Mid

Graffiti: High

**Max Number of Spray
Paint Cans:** 15

**Appearance
Requirements:**
Start of game

With her strong graffiti-painting skills, Gum is a great representative of Graffiti Type characters. Because she can post a high score just by completing big tags in a timely manner, she doesn't have to rely on performing too many fancy tricks. Needless to say, use her if your style of play is reliant on graffiti. But watch out—her low power makes her vulnerable to attack.



Gum

Grind Tricks

Front Technique

Soul/Farside Soul

Royal/Backside Royal

Rockmac/
Farside Rockmac

Ally-Oop Technique

Ally-Oop Miz/
Farside Ally-Oop Miz

Ally-Oop Makio

Farside Ally-Oop Makio

Air Tricks

Front Flip

Judo

360 (Backwards)

Method Backflip
(Backwards)

Half-Pipe Technique

Backflip 180

Method 540 (Backwards)

Judo Backflip 180
(Backwards)

Shifty 180 (Backwards)

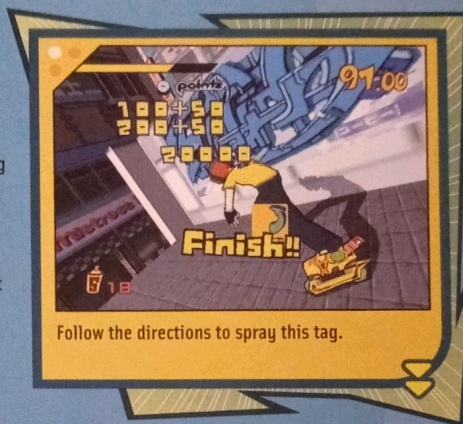
180

Recruiting Tab

Type: Three Stage Challenge

Challenge #1: Tagging 101

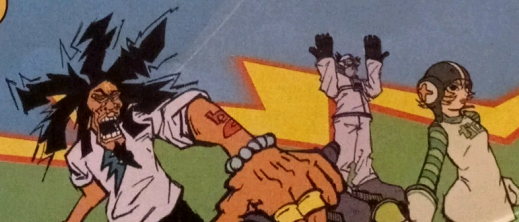
Tab's first challenge requires a little timing to make the jumps across the gaps in the platforms. Collect a Spray Paint Can, and then gather some speed and leap the two divides over to the tagging area. Follow the on-screen directions to move on to the next challenge.

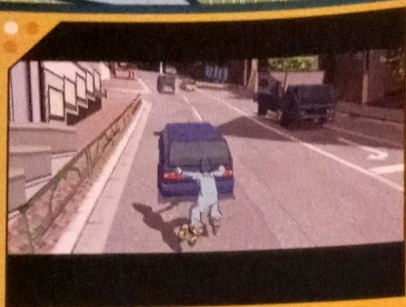


Follow the directions to spray this tag.

Challenge #2: Car Ride

Dash up behind one of the cars passing on the busy street ahead and you'll go for a little bumper ride. Pull back a little when you near the intersection with Spray Paint Cans, and you'll release the car's bumper. Collect the cans here, then speed back down the hill by skating down the center of the street or along the sidewalk. Turn right and hop on the far rail to grind and tag when you reach the intersection with the child standing in the crosswalk.

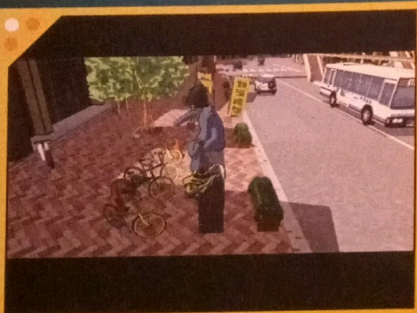




You don't have to bumper ride all the way up the hill if you don't want to.

Challenge #3: Grinding

Build up your speed using the dash button, then hop onto the rail. Time your jump to leap over the obstacle to the next rail. If you have enough speed, you'll be able to make it to the staircase railing with no problem. Keep grinding the railing. Jump on the bus overhead to complete the challenge and recruit Tab into your gang!



Some spectacular tricks are on tap...if you can get up enough speed!

Playing as Tab

Style: Technique Type

Power: Mid to High

Technique: Mid

Graffiti: Mid

Max Number of Spray Paint Cans: 30

Appearance Requirements: Start of game

You'll discover that Tab's strength lies in his trick abilities rather than his graffiti skills. Therefore you'll do well to use him on levels more suited to gaining high points while performing infinite grinds and other stunts. He can also carry a few more Spray Paint Cans than some of the other characters.



Tab

Grind Tricks

Front Technique

X/Farside X

Frontside Rail/
Backside Rail

Makio/Farside Makio

Ally-Oop Technique

Ally-Oop Soul/
Farside Soul MizPornstar/
Farside Pornstar

Air Tricks

360

Method

Judo Backflip
(Backwards)

Shifty (Backwards)

Half-Pipe Technique

Backflip 180

Judo 180 (Backwards)

Misty (Backwards)

Stalefish 180
(Backwards)

180

Recruiting Gordon

Type: Three Stage Challenge

Challenge #1: Wall Ride

Build up a little speed by dashing toward the gap. Jump onto the side wall. If you have enough air, you'll perform an Air Trick to reach the opposite side. This challenge is entirely dependent on how much speed you build during your approach and how much air you get from pulling off a Wall Ride.



Build up some speed by dashing before you Wall Ride to the other side.

Challenge #2: Ride the Fence

Start off by dashing toward the staircase. When you're almost at the steps, jump to the lower part of the green fence. You should make it easily. Ride the fence down until you're about to make a left turn. Instead of taking this turn, make a big jump to the roof ahead of you. This is an easy move if you have the timing for your jumps down.

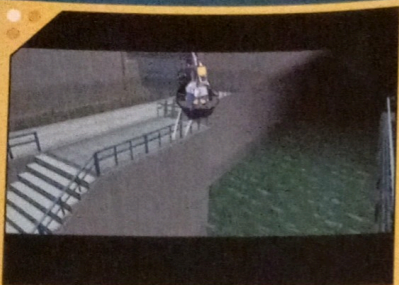


Jump from this point to reach the lower part of the green fence.

Challenge #3: Cross the Water

This tough challenge may require a few tries. Start off by dashing, then jumping onto one of the bridge railings. Hop the gap to the left rail. When you near the part of the rail parallel to the top of the staircase on the left, jump over to it. You should have enough speed to perform an air trick to reach it. When you turn the corner on the rail leading to the stone wall, jump from the rail to the wall, pushing the analog stick to the left. Hold it there and you should pull off a Wall Ride in the correct direction.





This is a difficult challenge if you build up too much speed on the last leg of it.

Playing as Garam

Style: Technique Type

Power: Mid to High

Technique: Mid

Graffiti: Low to Mid

Max Number of Spray Paint Cans: 30

Appearance Requirements: After completing Monster of Kogane

Garam is all about power and a max capacity for Spray Paint Cans. His weakness in the graffiti department makes him a natural for tricks, but you can also rely on him to pull through in some of the more difficult, enemy-ridden levels due to his higher stamina and power. Try him on a sub-boss level like Noise Reduction—his strengths are more geared toward battle than anything else.

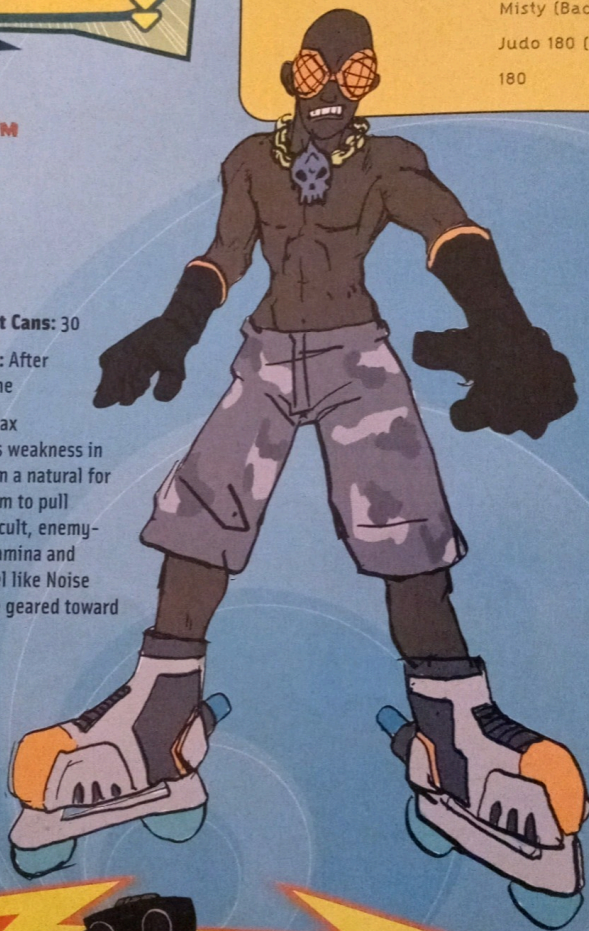
Garam

Grind Tricks

Front Technique
X/Farside X
Unity/Backside Unity
Full Torque/
Backside Full Torque
Ally-Dop Technique
Royal/Farside Royal
Pornstar/
Farside Pornstar

Air Tricks

Frontflip
Judo
Method Backflip
(Backwards)
360 (Backwards)
Half-Pipe Technique
Backflip 180
Method 540
Misty (Backwards)
Judo 180 (Backwards)
180



Recruiting Mew

Type: Three Stage Challenge

Challenge #1: Jump from the Bridge

Build up a little speed from the starting point and hop onto the green bridge railing. Take a gigantic leap of faith onto the train roof far below when you approach the straightaway section of the bridge. Keep in mind that you can adjust the direction of your jump while your skater is in mid-air.



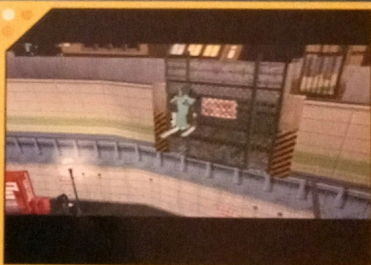
Jump from this point on the bridge rail.



Don't let the cutscene fool you! Prepare to jump from the edge of the water duct.

Challenge #3: Gate Crashing

You don't necessarily have to follow Mew's demo pattern exactly. You can use a pole to reach the center platform if you can't complete the same jump that Mew made from the stone ramp to the pole. After this, jump to the rail leading to the right of the green gate along the high wall. Jump through the gate to the train tracks beyond it when you near the wall during your grind.



Time your jump through the gate to land just right.

Challenge #2: Climb the Tower

This will be a little tough for novices. Begin by scaling Benten Tower. Head up the short steps and follow the path around. When you approach the roof, hop over to the water duct leading off the tower's side. You'll grind around the radius of the tower until the duct straightens out into a downward slide. Jump from the very tip of the duct and you'll land on the far rail. Continue grinding and you'll end up on the far rooftop, completing the challenge.



Playing as Mew

Style: Technique Type

Power: Mid

Technique: High

Graffiti: Mid to High

Max Number of Spray Paint Cans: 15

Appearance Requirement: After completing Benten Boogie

Mew is similar to Gum—she's quick and skilled with painting graffiti. Her stamina's lower, however, making the female skater an easier target for enemies in some levels. Despite this shortcoming, Mew's quickness makes her a shoe-in for the Jet Crush levels later in the game. Use her to score quick points in both the graffiti and trick departments.

Mew

Grind Tricks

Front Technique
Soul / Farside Soul
Frontside Rail/
Backside Rail
Royal/Backside Royal
Ally-Oop Technique
Ally-Oop Soul/
Farside Ally-Oop
Ally-Oop Miz/
Farside Ally-Oop

Air Tricks

Stale Makio
Judo Backflip
(Backwards)
Rocket (Backwards)
Half-Pipe Technique
Backflip 180
Judo 180 (Backwards)
Method Backflip 180
(Backwards)
Method 540 (Backwards)
180

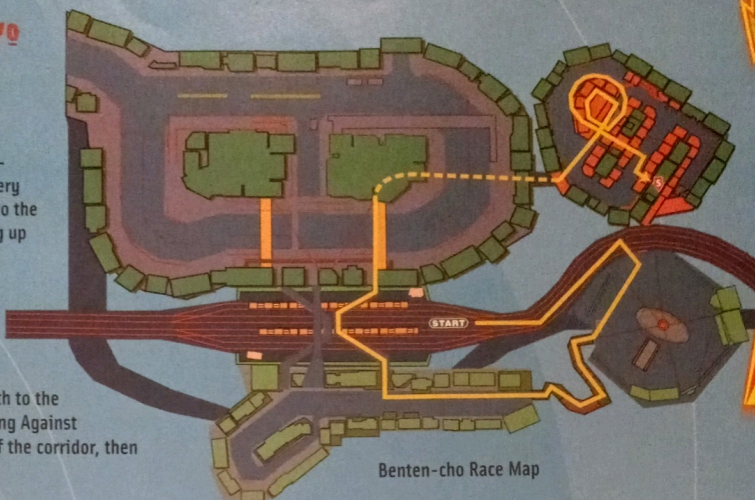


Recruiting Yo-Yo

Type: Race

Race #1: Benten-cho

Yo-Yo is one tough, speedy customer, but you can beat him every time if you follow a clear path to the finish line. Start off by grinding up the left set of train tracks and breaking through the green gate on the right. If you land on the ground, use the truck bed to hurry up and blast through the breakaway billboard. This reveals a hidden path to the next section of town (see "Racing Against Yo-Yo!"). Follow it to the end of the corridor, then keep moving down the street.



Benten-cho Race Map

Racing Against Yo-Yo!



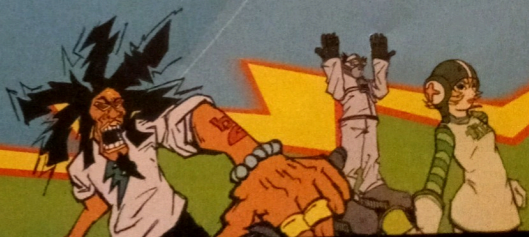
Ride the rails to speed up your trip, then prepare to smash through the green gate.

▷ Head for any of the three side exits leading to the Pedestrian Bridge area.

▷ Don't miss this entrance to the final section of the race challenge!

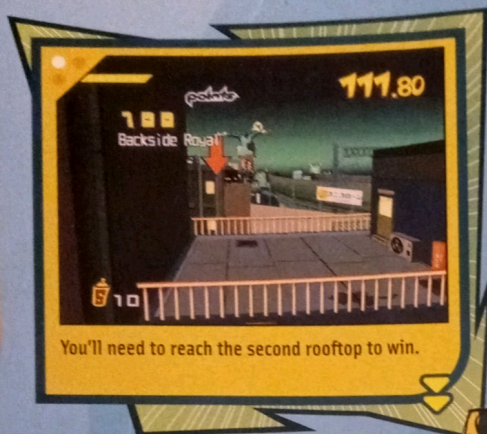
When you notice bridge openings to your right, take a quick turn onto one. Grind the bridge rail to speed up your journey, then head straight across the street and down

into the tunnel entrance (see "Racing Against Yo-Yo!" one more time) on the opposite side after exiting the bridge area. Follow the tunnel to the final section of the race.



Friends and Foes

Climb up Benten Tower, located down the center street, then grind your way down the water duct leading off the top of the building. Jump over the first rooftop gap and continue grinding to the second rooftop. When you land, hopefully ahead of Yo-Yo, grab a Spray Paint Can and quickly mark up the small tag waiting there!



Playing as Yo-Yo

Style: Graffiti Type

Power: Low to Mid

Technique: High

Graffiti: High

Max Number of Spray Paint Cans: 15

Appearance Requirement: After completing Noise Reduction and Kogane Circus

With one of the lowest amounts of power in the bunch, Yo-Yo's real talent lies in his skill with spray paint. With a very high level of graffiti, you can expect that his tags are complex and rewarding on the points end. Use him for the Jet Graffiti challenges once you've cleared the Story stages, but don't rely on his speed—he's one of the slower Rudies on the circuit.

Yo-Yo

Grind Tricks

Air Tricks

Front Technique	Front Flip
Soul/Farside Soul	720
Royal/Backside Royal	720 (Backwards)
Makio/Farside Makio	Method Backflip (Backwards)
Ally-Oop Technique	Half-Pipe Technique
Ally-Oop Soul/Farside Ally-Oop	900
Ally-Oop Makio	1260 (Backwards)
Farside Ally-Oop Makio	180 (Backwards)



Recruiting Cube

Type: One Stage Challenge

Challenge #1: Double Jump

Don't dash from the starting point. Jump onto the left rail and build up speed. When you near the end, jump and push right on the analog stick to reach the far rail on the right side. Then prepare to jump again. If you have enough speed, you'll be able to land on top of the marquee, high above.



This challenge is all about timing your jumps.



Playing as Cube

Style: Technique Type

Power: Mid

Technique: Mid

Graffiti: Mid to High

Max Number of Spray Paint Cans: 25

Appearance Requirements: After completing Love Attack

Cube is Combo's counterpart in that she challenges in tandem with him at a certain point in the game. That said, their differences are pretty significant. Combo is all power and Cube is more technique-oriented. Her quickness makes her a good choice for stages that require fast-paced tagging and tricks, but because she's stronger with technique than she is with graffiti, you can't grab big points painting tags.

Cube

Grind Tricks

Front Technique
Acid/Farside Acid
Fulltalk/Farside Fulltalk
Backslide/
Backside Backslide
Ally-Oop Technique
Royal/Farside Royal
Judo Backflip
Pornstar/
Farside Pornstar

Air Tricks

360
Flying Kite
720 (Backwards)
Method (Backwards)
Half-Pipe Technique
180
Judo 180 (Backwards)
Misty (Backwards)
Stale Makio 180
(Backwards)
180



Recruiting Combo

Type: Race

Race #2: Shibuya-cho

Combo's fairly tough race takes place in Shibuya-cho. Racing against Beat is difficult when you're in control of Combo—he's one of the slower skaters in the game. You'll have to keep a steady pace to emerge victorious.

Start out by hopping across the rooftops to reach the shortcut underneath the nearby overpass. You'll speed through a small area to reach the bustling busy streets of central Shibuya. Stay on the left side of the street and leap onto the rails above the half-pipe to gain a little speed.

Before the rail ends, jump down into the half-pipe and keep heading straight north. You'll have to pass through two tunnels before you approach the gated entrance on the far end of the half-pipe. Climb the steps to the streets. Head left at first, then cut to the right. Keep moving down the street, grabbing some Spray Paint Cans as you go (see "Take the Half-Pipe to Join the GGs"). When you near the last rail on the right, look for the red arrow indicating the tag's location. Spray it to end the level.

Shibuya-cho Race Map

Take the Half-Pipe to Join the GGs



Head for the underpass and skate right through the backdrop to reach the shortcut.

▶ Head through the shortcut to follow Beat closely.

▶ Race down to the right to reach the final street.



Playing as Combo

Style: Technique
Type

Power: High

Technique:
Mid

Graffiti: Mid

**Max Number
of Spray Paint Cans:** 20

Appearance Requirements:
After completing Love Attack

Combo is much like Yo-Yo or Slate—he has one strength above all else. In this case, it's his maxed-out Stamina Gauge. The trade-off is that Combo's slower and not as skilled in either graffiti or technique. You may still want to use Combo for tough boss levels or those that involve taking a few hits.

Combo

Grind Tricks

Front Technique

Backside/
Backside Backslide

Makio/Farside Makio

Rockmac/
Farside Rockmac

Ally-Oop Technique

Ally-Oop Miz/
Farside Ally-Oop Miz

Ally-Oop Makio

Farside Ally-Oop Makio

Air Tricks

Backflip

720

Method Backflip
(Backwards)

Judo (Backwards)

Half-Pipe Technique

900

Shifty 180 (Backwards)

Method Backflip
(Backwards)

Stale Makio 180
(Backwards)

180

Recruiting Piranha

Type: Three Stage Challenge

Challenge #1: Big Air

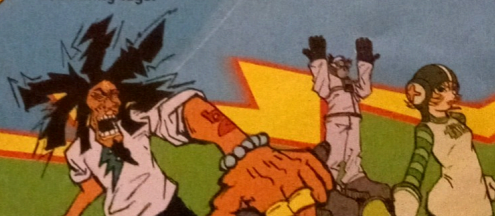
Leap on the nearest railing and start grinding. You should have enough speed to jump and perform an air trick for more distance at the end of the rail. If you aim right, you'll land on the far rail and ride to the finish point.



This can be a relatively easy challenge if you get up enough speed.

Challenge #2: Half-Pipe Tagging

You have quite a bit of time here, so don't rush it! Collect the Spray Paint Cans, then build up a little speed before you make your first move. When you have some velocity, ride up the wall and hold down the A button to jump. You may have to adjust your position a bit to reach the tag, but you can spray while in mid-air. Repeat this for the remaining tags.





Get plenty of air to reach all the tags in this area.

Challenge #3: Hop the Rooftops

Build momentum on the first rooftop, then start jumping. Don't slow down or you'll miss the next roof and fall. Try dashing a bit between jumps to gather up some more speed. You'll complete the challenge once you reach the far platform below the billboards.



Dash a little between jumps and you'll make it easily.

Playing as Piranha

Style: Graffiti Type

Power: Mid to High

Technique: Mid

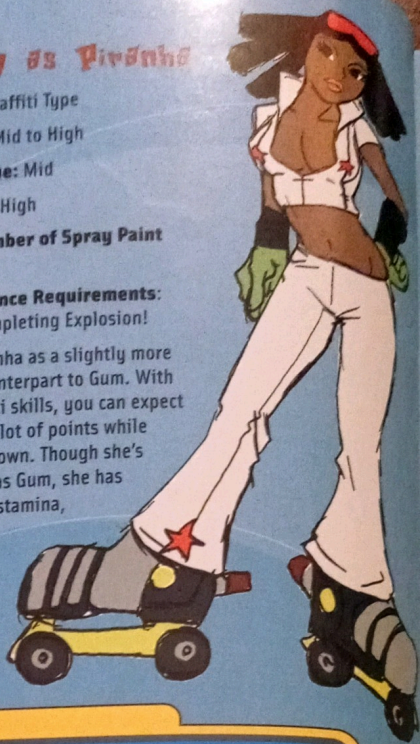
Graffiti: High

Max Number of Spray Paint

Cans: 15

Appearance Requirements:
After completing Explosion!

Think of Piranha as a slightly more powerful counterpart to Gum. With strong graffiti skills, you can expect her to grab a lot of points while tagging the town. Though she's not as quick as Gum, she has a little more stamina, which makes her a good choice for levels that pack more enemies.



Piranha

Grind Tricks

Air Tricks

Front Technique	1080
X/Farside X	Shifty
Frontside Rail/ Backside Rail	Flying Kite (Backwards)
Makio/Farside Makio	Stale Makio (Backwards)
Ally-Oop Technique	Half-Pipe Technique
Ally-Oop Soul/ Farside Ally-Oop	Abstract 540
Ally-Oop Makio	Backflip 180 (Backwards)
Pornstar/ Farside Pornstar	Rocket 180 (Backwards)
	180 (Backwards)



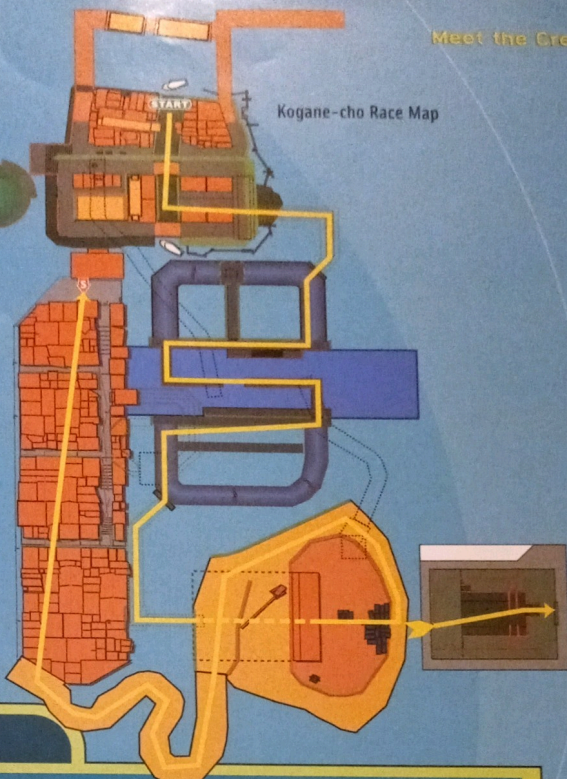
Recruiting Slate

Type: Race

Race #3: Kogane-cho

Since Slate's a little slow, you should try to use a character like Gum or Mew to complete this race challenge. Start by building up some speed with a dash. Next, use the walls to do a little wall riding and head through the doorway on the far left.

Follow the tunnel walkway, taking care to use the walls or the edges to grind and Wall Ride for more speed. When you emerge in the large tunnel, follow it to the left and you'll enter the sewer area. Speed up your skating by performing tricks while grinding the bridge rails, then when you have enough speed, jump over to the far walkway rail (see "Wait Up, Slate!").



Wait Up, Slate!



You can dash through the corridor or Wall Ride to speed up.



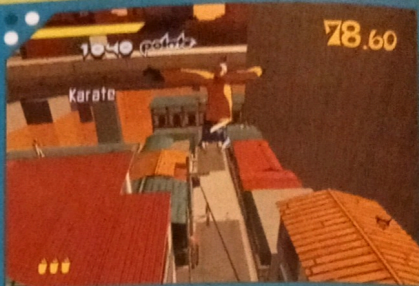
Slate will pause at the entrance to the far tunnel to let you catch up.



Wall Riding and Cable Grinding



Ride the wall above the factory to quicken your step to the finish line.



Grind that cable or race down the rooftops to beat Slate.

Head into the tunnel there and follow it to a pathway at the opposite end. This area will slow you down, but you can maintain some speed by dashing, jumping, and wall riding. Quickly jump the steps when you arrive in the factory to get back outside. Leap over the car pile and ride the top of the wall around to the upper part of the area (see "Wall Riding and Cable Grinding").

Keep up your pace when traveling through the open corridor by jumping and dashing as much as possible. You'll soon find yourself at the opening of the rooftops area. Grab some Spray Paint Cans on your way down the rooftops to the far end and keep moving! You can grind the cables that run the length of the rooftops located above the sidewalk near the right section of the area. The winning tag is located on the ground at the far end of the rooftops.



Playing as Slate

Style: Technique Type

Power: Mid to High

Technique: Low to Mid

Graffiti: Mid

Max Number of Spray Paint Cans: 40

Appearance Requirement: After completing Fight or Flight!

One of the last rivals in the game, Slate can pack away loads of Spray Paint Cans. Though his technique and graffiti skills aren't as strong as many of the other characters, he's great for stages that require a great deal of tagging in a minimum amount of time, like the Golden Rhino boss levels.

Slate

Grind Tricks

Front Technique

Unity/Backside Unity

Full Torque/
Backside Full Torque

Ally-Oop Technique

Pornstar/
Farside Pornstar

Ally-Oop Makio

Farside Ally-Oop Makio

Air Tricks

Rocket

Abstract 360
(Backwards)

Karate

Half-Pipe Technique

Flying Kite 540

Karate 180
(Backwards)

180

Know Your Enemies

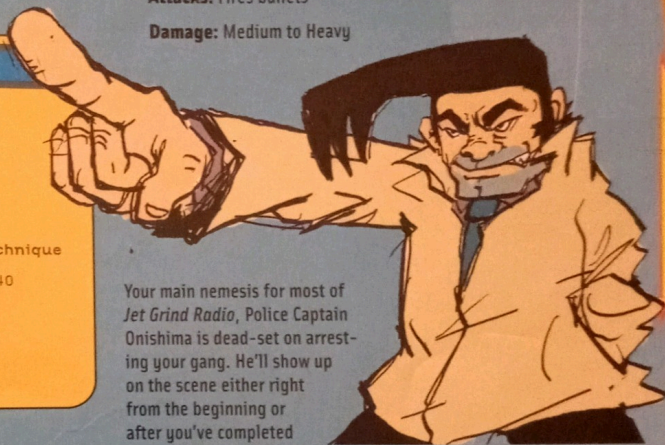
Not all of the citizens of Tokyo-to want to take you on in friendly rival challenges. In fact, many of them are out to see that you never set foot on the city streets again. From the rival gangs, like Poison Jam or the Love Shockers, to Officer Onishima and his unending wave of well-armed troops, you'll have to know what you're up against in order to survive.

We've packed the walkthroughs with strategies for dealing with your enemies. That's where you'll find the best ways to dodge their bullets or duck out of the way of their attacks.

Police Captain Onishima

Attacks: Fires bullets

Damage: Medium to Heavy



Your main nemesis for most of *Jet Grind Radio*, Police Captain Onishima is dead-set on arresting your gang. He'll show up on the scene either right from the beginning or after you've completed certain tags, but his range of patrol is pretty limited while he's on foot. If you see him, keep dashing to avoid getting smacked with one of his bullets. If he starts getting in your way, give him a good tag on the back!



Love Shockers

Number of Spray Paint Cans: 3

Turf: Shibuya-cho

This group of heart-broken girls isn't all sugar and spice. Decked out in red and black garb, they've recently been dumped by men and they're out to gain their revenge by taking over Shibuya-cho from the GGs.



TIP

Knock into rival gang members so they'll drop extra Spray Paint Cans that you can collect. But if you don't attack when you get close to one, they'll run off before you get a chance to score some cans. The number of cans that a gang member holds varies from group to group.

Poison Jam

Number of Spray Paint Cans: 5-7

Turf: Kogane-cho

The rough-and-tumble members of Poison Jam are always masked to hide their identities. Who are they and what's their connection to the Rokkaku group? No one knows, but maybe you'll be able to find out.

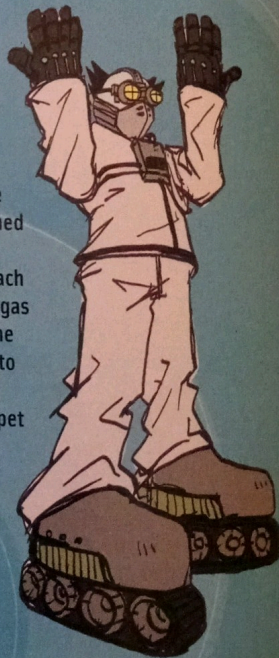


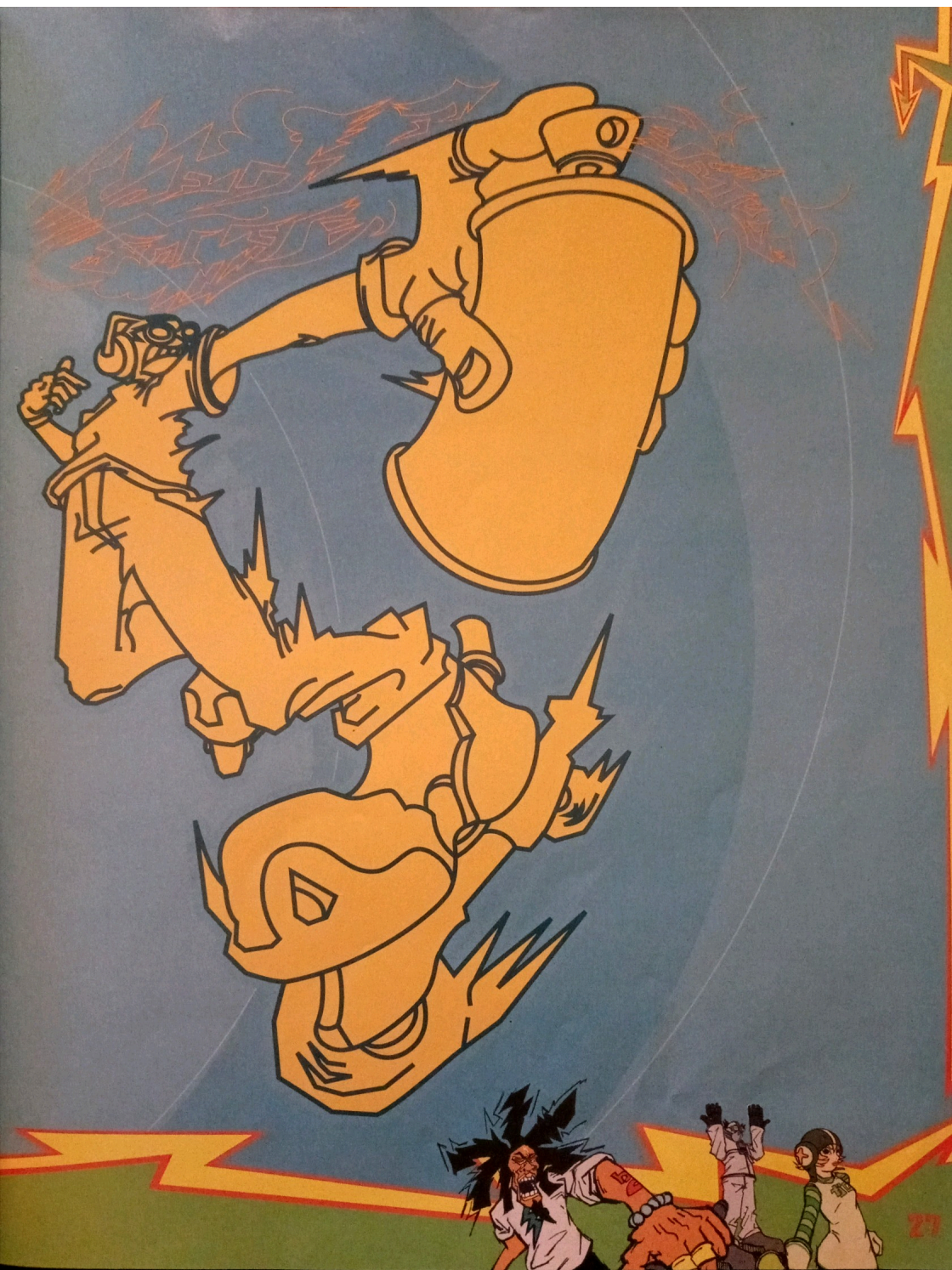
Noise Tanks

Number of Spray Paint Cans: 10

Turf: Benten-cho

Fast and noisy, the Noise Tanks control the darkened streets of Benten-cho. They're also masked, each member wearing weird gas mask-type headgear. The Noise Tanks are looking to score points against your gang by kidnapping your pet dog, Potts.





WELCOME TO THE WALKTHROUGH

Jet Grind Radio starts out innocently enough. A group of Rudies called the GGs are looking to protect their turf from an encroaching group of rivals. The only problem is that no one's sure who's responsible for erasing the GGs graffiti. Could it be the Kogane gang, Poison Jam? Or how about the strange tech junkies from Benten-cho, the Noise Tanks? With Professor K giving you guidance from the handy radio pack fitting snugly inside your ear, you take to the streets to defend your turf.

At the beginning of each Stage Chapter, we've compiled a handy list of the data found within that specific area, such as the number of required tags, the number of optional tags, the conditions for when the different tiers of police and other enemies show up, and so on. Make sure to check out these listings once you've accessed the specified stage. Forewarned is forearmed, after all. You'll also occasionally come across rivals wanting to join your gang. Check out the Friends and Foes section (preceding these walkthroughs) if you need any help recruiting new members during any of the various challenge stages.

Please note that this section follows only one path you can take through the many stages in *Jet Grind Radio*. Completing one level will often open up a selection of new ones, so you don't have to play in any specific order. While each level you'll find in the game is fully detailed here, the order in which they're listed might not correspond with the way you choose to complete them.

The following table sets out the flow of the game, detailing what tasks and stages need to be finished to unlock new challenges. Look to the top of the list for the district of Tokyo-to or Grind City in which each stage takes place. So Shibuya GG takes place in Shibuya-cho, Noise Reduction in Benten-cho, and so on. The vertical order of

the entries shows how the various stages are unlocked. For example, Shibuya GG is the only level available at the start of the game, but Love Trap, Benten Boogie, and Monster of Kogane are opened after it's finished. Once these three are completed, the next tier is unlocked so you can play Graffiti High and No. 540.



Stages

Shibuya-cho Benten-cho Kogane Cho Bantam Street Grind Square ???

Shibuya GG

Love Trap	Benten Boogie	Monster of Kogane
	Graffiti High	No. 540
	Noise Reduction	Kogane Circus

Love Attack

Tag or Die

Rock 'n' Roll Grind

Explosion	Benten Burning	Fight or Flight
	Behind the Mask	

Final Groove

A handy map of each stage and the contents within it has also been included for every level of *Jet Grind Radio*. Take care to familiarize yourself with the key to the maps

below. Only then will you have an idea of where the important stuff like Spray Paint Cans and Health Sprays are on each stage. Now, good luck and get going! The fate of Tokyo-to is depending on you.

Map Icon Legend

Large Health Spray



Small Health Spray



X-Large Tag



Large Tag



Small Tag



Rival Gang Locations



Start

START

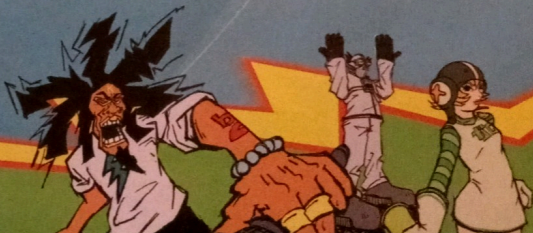
Exit

EXIT

Breakaway Walls or Doors



Graffiti Soul



GG Walkthrough

Now it's time to test your mettle in Jet Grind Radio's Story Stages. With graffiti as your only weapon, you'll need to clear all the required tags in an area to move on. But marking up tags isn't the only thing you'll have to contend with on a given stage. Prepare yourself for a tough fight with nasty enemies that come in all shapes and sizes. Good luck.

Shibuya-cho: Shibuya GG

The tag kings of Shibuya-cho, the GGs, have recently been derailed by an unknown group of Rudies. All the GG tags in Shibuya-cho have been covered up with new graffiti; they don't know who's behind it all. Is it Poison Jam, the Kogane Rudies who hide their faces behind strange masks? Or is it the Noise Tanks, the gang of hi-tech Rudies that rules the night town of Benten-cho? It's up to you to find out.



The GG's home turf, Shibuya-cho was just attacked.

It's up to you to find out who's been attacking Shibuya-cho.

The Essentials

Time Limit: 600 seconds

Graffiti Souls: #11, #15, #45, #49, #79

Requirements for Completion: Spray paint 10 required tags

Enemies: Three tags = Foot Patrol arrives; six tags = Police Captain Onishima arrives

Tags

Size	Required	Optional
XL	1	0
L	5	0
S	4	0

Ranking Breakdown

Rank	Total Score
Jet	33,000+
Nitro	23,000-32,990
Turbo	19,000-22,990
Engine	14,000-18,990
Motor	9,000-13,990
Pedal	0-8,990





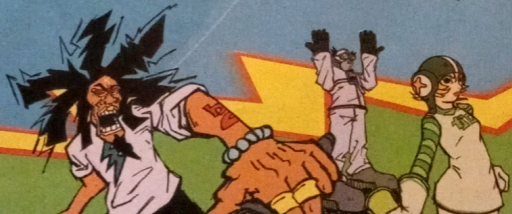
Shibuya GG Map

Beating the Stage

This is your first chance to taste Tokyo-to in true Rudie fashion! As Beat, the leader of Shibuya-cho's GGs, it's up to you or one of your team members to check out what's happening in town and to cover up those nasty rival tags with GG paint. There are 10 total required tags to spray paint, and the enemy will make your life extremely difficult if you don't attack them in the right order. From the start point, collect at least 10 cans off the rail on the far side of the bus terminal near the main road.



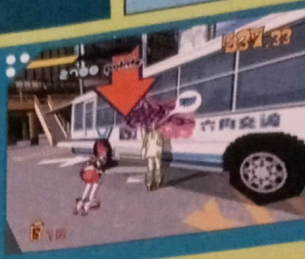
Get your Spray Paint Cans off this rail.



Bus(t) a Move



Your first job is to tag the bus near the main road.



Hit the Rudie spray painting the middle bus when applying your second tag.



Skate over and hit the tagging spot on the far bus near the sidewalk.

Tag the Bus

Be sure to start off by painting the three large tags on the sides of the three buses parked in the terminal. Begin by tagging the bus on the main road, and then move to the middle bus. Finish up by painting the second outside bus closest to the sidewalk to save some time.

Knock into the rival taggers by referring to their locations on the map. This is an easy way to grab some extra paint, as your foes will drop three Spray Paint Cans when

you take them out. Take care to hit them from behind, or else you'll take damage.

How to Escape

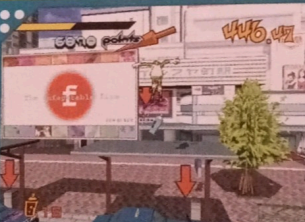
After you complete three tags, the Foot Patrol will arrive on the scene to interfere with your mission. They're fairly easy to evade, but you'll want to make the large tags on the buses your first three targets just in case.

Once Police Captain Onishima shows up, your escape route is easy to access on the rooftops below the billboards. There are three different ways to reach this escape

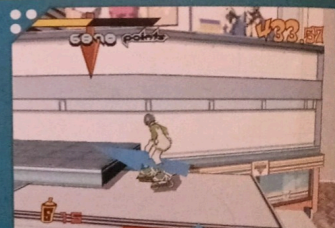
Escape Artist



Hop onto the truck bed to get a boost onto the billboard platforms.



You can also jump across the terminal rooftops to reach the billboard platforms.



Use these trucks to grab some Health Sprays and to access the escape route.



route. The first is via the truck near the pedestrian bridge, the second is by jumping across the bus terminal rooftops to the billboard platforms, and the third involves getting on top of the trucks near the street on the opposite end of those same billboard platforms.

Here Come the Police

The law enforcement in Tokyo—to is out to oppress the youth of the twenty-first century and your group of Rudies is just another target for the men in blue. At Captain Onishima's word, the police officers and military men under his command will find any way possible to throw a painful monkey wrench into your plans.

Your first run-in with the cops will teach you that they have a tendency to show up after you've cleared a certain number of required tags. Listen to your radio and you'll be able to pick up on the police force's whereabouts and activities. If you hear Onishima barking orders to his minions on the radio, then you can be sure that they'll show up after you paint the next tag.

After you finish your third tag, the Foot Patrol will show up to dog your every move on the ground. Keep skating hard to avoid these enemies! They travel in a group, so take care to always avoid their locations if you're planning on spray painting a tag.

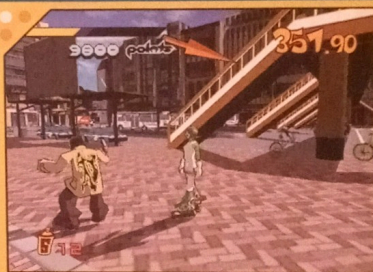


Save these small tags on the cars lining the stage perimeter for after you paint the buses.

When the Foot Patrol arrives, collect four to five more Spray Paint Cans off the pedestrian bridge, and then make your way around the perimeter of the area to tag the four cars near the rails. As they're small, you should be able to keep moving while tagging them. This is the best way to avoid the police. After evading them, get going and hop onto the pedestrian bridge again and take a leap onto the bus terminal rooftops!

Dodge Onishima

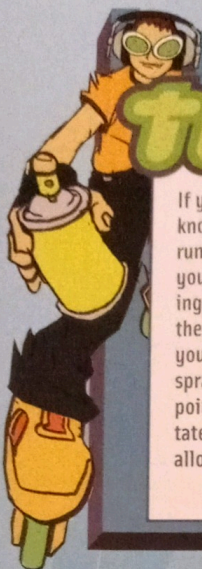
You'll have your first meeting with Police Captain Onishima after you've cleared six of the seven tags on the ground level of this stage. He's pretty steamed and will stop at nothing to keep you from spray painting even one more tag. Keep moving at all times if you're still on the ground when he makes his presence known.



Knock Onishima to the ground and tag his back for some extra escape time.

Onishima can be found roaming around the sidewalk area underneath the billboards at first. If you don't wander over to this location, he probably won't chase you. If he does get on your tail, start grinding or dashing to avoid his bullets until you reach higher ground and can shake him off.





If you're a skilled skater, you can knock Onishima to the ground by running into him from behind. If you're feeling particularly daring, sneak up on him, wait for the Tag Bubble to show up above your head, and give him a good spray worth a whopping 500 points. This will also incapacitate Onishima for a brief time, allowing you to get away.

Get Those Billboards

You can now dash and jump across all three of the bus terminal rooftops to reach the billboard platforms above the sidewalk. There are two large tags and one x-large tag to paint there. Make sure you have at least 13 Spray Paint Cans to cover them. You're ready to move on once the last tag has been covered.

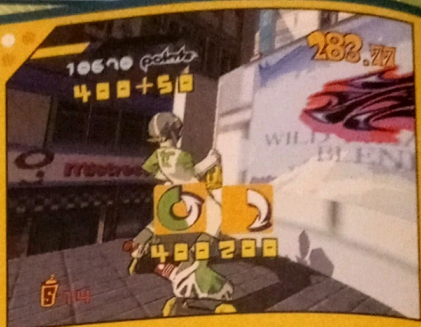
Get JET!

The Shibuya GG level offers plenty of opportunities to pull off tricks, but if this is your first time through, you'll want to play as a Graffiti Type Character like Gum instead of a Technique Type Character like Tab. If you feel confident enough to pull off an Infinite Grind, however, then give Tab or Beat a try on this stage.

Graffiti Type Character Tips

To get Jet Ranking as a Graffiti Type Character, you'll need to emphasize speed. If you follow the walkthrough above, you can easily evade the police and Captain Onishima by

completing the larger tags on the three buses first. Take care of the street level tags immediately after this, and then collect at least 14 Spray Paint Cans before heading up to the billboard platforms adjacent to the bus terminal.



Speed is crucial to getting Jet with a character like Gum.

If you complete the two large and one x-large tag quickly and without mistakes, you'll be left with plenty of time to spare. Make sure that your Power Gauge is replenished by picking up the Health Sprays just below the billboard platforms, and you'll have Jet Ranking for sure.

Technique Type Character Tips

If you opt to play through Shibuya GG as a Technique Type Character like Tab, you'll want to refer to the map in order to find where the Infinite Grind begins and ends. Build up some momentum by dashing with the right trigger button, then hop onto the green rail (Point A). Depending on how much speed you have going, you can actually Wall Ride the billboard at the end of the rail (Point B).

Once you've pulled off the Wall Ride, you should have enough momentum to perform an air trick and reach the green rail on the opposite side (Point C). On your way to the pedestrian bridge staircase (Point D), hop the newspaper booth and the gap. Now make a small jump over to the opposite rail along the backside of the pedestrian bridge and keep going.



Grind Time



Start your grind at this point on the map.



▶ Wall Ride the billboard here to keep your grind going.



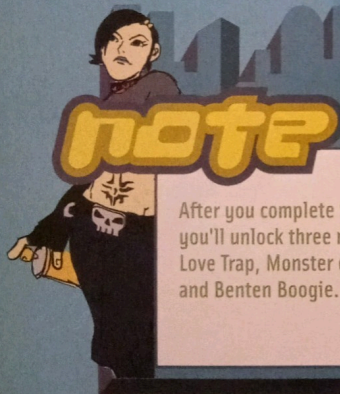
▶ This is a tough spot to Wall Ride if you don't have enough speed.

When you near the end of the bridge, make sure to grind down the staircase (Point E), then jump. If you have enough velocity, you can actually Wall Ride on the billboard between the two terminal overhangs (Point F). Pull off this feat and you can land on the last rail (Point G).

If you've built up enough speed on this long grind, you'll execute yet another fabulous air trick to reach Point A and begin the Infinite Grind all over again. It's tough, but not impossible to accomplish this amazing feat. And if you're skilled enough to complete the loop and keep it going, you'll be rewarded nicely in your final score.

Shibuya-cho: Love Trap

Once you complete Shibuya GG, Professor K informs you that the gang of Rudies invading your turf is a new group of skate punks called the Love Shockers. Comprised of three mischievous female Rudies, the Love Shockers are out to get back at the world to avenge their broken hearts!



After you complete Shibuya GG, you'll unlock three new stages: Love Trap, Monster of Kogane, and Benten Boogie.



Those cats who ransacked Shibuya-cho turned out to be the Love Shockers!!

Introducing the Love Shockers!



The Essentials

Time Limit: 700 seconds

Graffiti Souls: #13, #16, #47, #50, #80, #81, #83

Requirements for Completion: Spray paint 10 required tags

Enemies: Start = Captain Onishima, Foot Patrol, Mobile Police arrive; five tags = Riot Police arrive

Tags

Size	Required	Optional
XL	4	0
L	4	0
S	5	5

Ranking Breakdown

Rank	Total Score
Jet	41,000+
Nitro	30,000-40,990
Turbo	25,000-29,990
Engine	19,000-24,990
Motor	14,000-18,990
Pedal	0-13,990

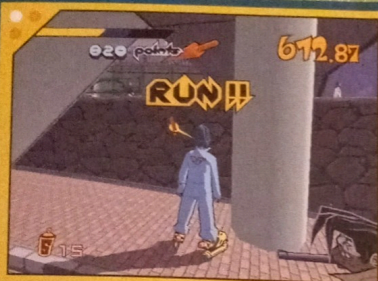


Love Trap Map



Beating the Stage

This is one of the toughest stages in the early part of the game, so you may want to give yourself some time to get familiar with the size of the area and the location of the different tags, as well as your enemies. Compared to the first stages of all the different areas, there is a lot of ground to cover in Love Trap. Fortunately, there are also a lot of opportunities to accumulate trick and tagging points.



Onishima is roaming the playground area, so watch out!



Try to tag Onishima's back as soon as possible. This will delay his rampage in the park while you're trying to hit some tags.

Hit the Street, Punk!

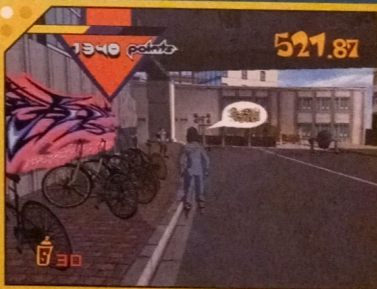
With a massive amount of room to roam and loads of tags to hit, you'll want to collect as many Spray Paint Cans as

possible at first. Follow the trail of cans up the staircase, then hop over the railing on the side of the destroyed overpass. You'll land in the park, where there are a number of cans just waiting to be collected.



Head up the staircase to the overpass.

Grab as many cans as you can carry and head for the street. There are three required tags located along the street and underneath the overpass. An optional tag is located beneath the overpass. Start off by tagging the x-large tag on the left side of the intersection (under the overpass), and then work your way down the street, hitting the tags on either side.



Begin your journey at this x-large tag under the overpass.



Take care to avoid the Mobile Police's fleet when it passes by. Aside from Onishima in the park area, these officers are your only enemy for now, so take advantage of it.



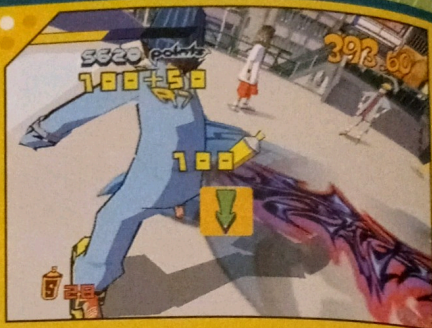
Keep an eye out for the police riding bikes through the tagging areas.



When spray painting along the main street, keep an eye out for the Mobile Police. They'll appear as soon as you tap the left trigger to start the tag. Jump out of the way to avoid danger. They won't return after their initial pass, so you can continue tagging in the clear.

Afternoon in the Park

Collect as many cans as possible on your way back to the park, then start spraying! There are six tags to hit here. Be sure to note that one large tag has been strategically placed on the ground by the swing-set and a small tag has been hidden behind a sign near the railing. If Onishima is hassling you, knock him over and tag his back. This will keep him busy for awhile.



Hit the large tag on the ground before spraying the small tags lining the park.



Tip

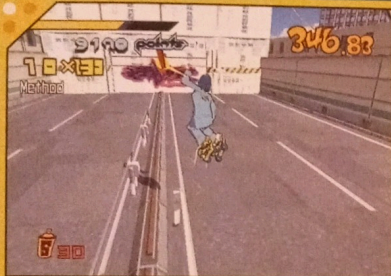
You can knock into any member of the Love Shockers for a three Spray Paint Can freebie. Find them on the map, then attack before the cops arrive and scare them off.



The small tags along either side of the park can be hit while you're grinding the railings. You can even pick up some Health Sprays here. By now, the Riot Police will have arrived on the scene to lob tear gas bombs in your direction. You can escape them by skating to the half-pipe area below the street, or by trying your luck on the overpass above the park. Use the slide rail in the park to reach the overpass.

Grind That Crane

Hit the x-large tag at the far end of the overpass, and then make sure you have at least 14 Spray Paint Cans in your pocket before you head off to complete the last two required tags. Once you've collected enough cans, start grinding on the barrier rails in the center of the overpass; you can grab a lot of points this way.



Use the barrier rails to grab some trick points.

If you time it right, you can hop onto the crane at the edge of the broken overpass and grind your way across the divide to the other side. Of course, if you're not in the mood for such a stunt, you can always Wall Ride to the other side. Just build up a little speed and hit the side of the overpass on the left to jump the gap. Once you reach the two remaining tags, complete them and you'll finish the level.



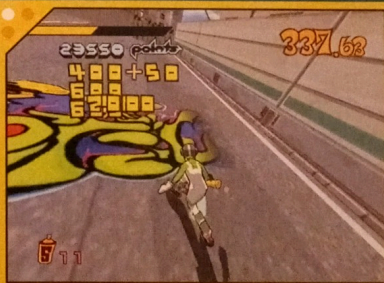
Grinding is one sure way to avoid getting caught up in the smoky haze of the tear gas bombs that the Riot Police are lobbing your way!

Get JET!

There are plenty of opportunities to collect points. You can either perform a large number of tricks on the pedestrian bridges, or complete all of the tags, including the optional ones. A good idea is to complete around four required tags and all of the optional ones. Then, without the Riot Police around, you can start doing tricks to boost your score.

Graffiti Type Character Tips

Love Trap gives characters like Gum and Piranha a chance to really flex some Graffiti Type muscle, as there are a good number of x-large tags and optional tags on the level.



Graffiti Type Characters must go for speed and a full Power Gauge.



GGs Walkthrough

You'll want to complete all the tags, both required and optional, if you want to finish this stage with a good ranking. Thankfully, this isn't too hard of a task to accomplish.

Complete the optional green arrow tags in the half-pipe sewer area first, then head out to the street and hit the final optional tag under the overpass. Then you're free to finish up the rest. Take it slow when you get to the x-large tags so you don't lose points by messing up. Replenish your Power Gauge with Health Sprays to up your score at the end of the stage, since the police in this area can be pretty brutal.

Technique Type Character Tips

It's a little more difficult to get a top ranking of Jet if you're using a character like Tab or Beat, since neither will get enough points by completing tags alone. Try using the two pedestrian bridges by the park to grind and trick around and around (Point A through Point C). It shouldn't be too hard to start racking up the points if you're careful to avoid the lamppost between the bridges.



Begin your loop at any of the inner staircases on the pedestrian bridges.

If you complete all but one of the required tags, you can spend the rest of the time on this level doing combo trick grinds on the pedestrian bridges. By grinding, you can also avoid the tear gas bombs of the Riot Police. Pick up more points by pulling off tricks in the half-pipe sewer area at the beginning of the stage.

Keep an eye on the clock and your score meter. When you get enough points to clear Jet Ranking, you can finish up the rest of the tags and the stage, as well. If you're playing through as a Graffiti Type Character, simply complete all the tags, both optional and required, to achieve Jet rank with ease.

Kogane-cho: Monster of Kogane

Welcome to Kogane-cho! Your hosts on this journey will be the rival group of Rudies calling themselves Poison Jam. Wearing strange getups complete with masks, Poison Jam is one scary bunch. The turf that they call home is almost as intimidating, and is riddled with rooftops, canals, and tunnels.



Poison Jam is your next target.

The Essentials

Time Limit: 600 seconds

Graffiti Souls: #18, #20, #22, #52, #55, #85, #87, #88

Requirements for Completion: Spray paint 12 required tags

Enemies: Start = Mobile Police arrive; three required tags = Captain Onishima, K-9 arrive; eight required tags = Helicopter arrives



Tags

Size Required Optional

XL	1	0
L	2	0
S	9	0

Ranking Breakdown

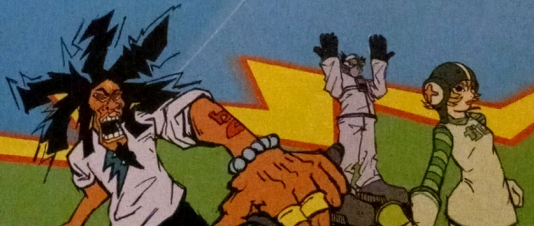
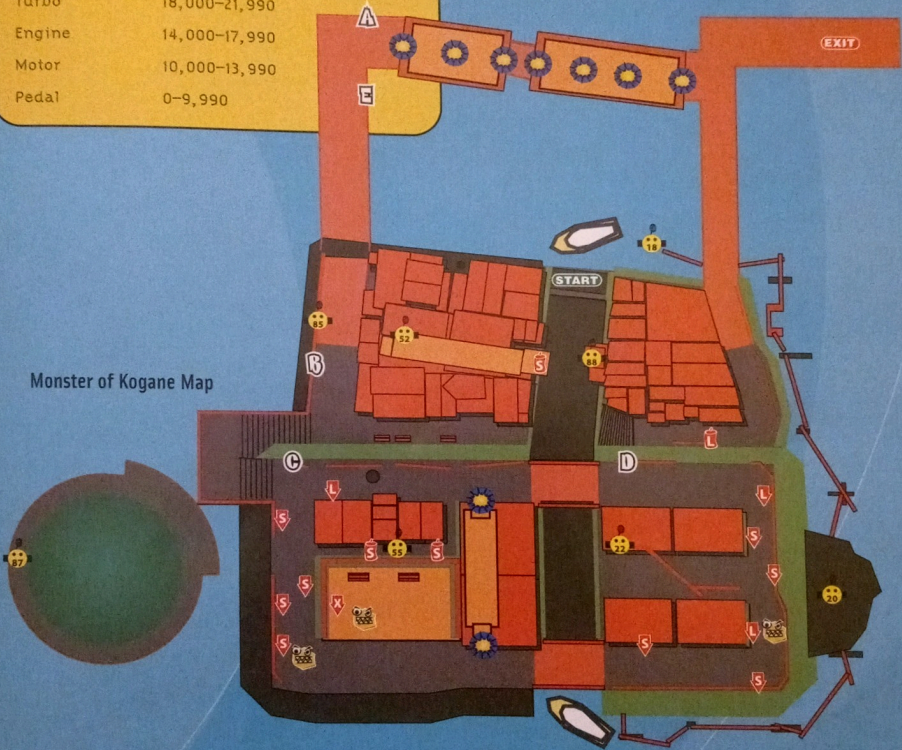
Rank Total Score

Jet	30,000+
Nitro	22,000-29,990
Turbo	18,000-21,990
Engine	14,000-17,990
Motor	10,000-13,990
Pedal	0-9,990

note

To access Monster of Kogane, you'll need to complete Shibuya GG first.

Monster of Kogane Map



Beating the Stage

As your introduction stage to the terrain and turf guarded by the rival Rudies from Poison Jam, Monster of Kogane can be tough for first-timers. The level is full of break-away walls and doors, all leading to the main area where most of the tags are waiting for you.

You'll notice that this is a residential area, full of houses, rooftops, and fences just ready for grinding! There are tons of places to explore, but be careful not to fall into the canals on either side of the stage. If you do, you'll not only take damage from getting soaked, but you'll be returned to the starting point.

Breaking Down Doors

From the start point, make sure to collect the Spray Paint Cans along the fences. Then grind your way to the building at the far end of the wooden bridge. Bust through the double doors and keep going straight. You'll actually continue to break through the remaining walls until you finally emerge on the far end.



Don't be shy—these walls were made for breaking!

Follow the bridge and get some momentum going, then hop onto the side fence to start your long grind up the winding staircase. You can grab some more Spray Paint Cans and Health Sprays. Catch some serious air by taking a leap onto the water tower off to the side of the staircase.



Ride the green gate to reach the residential district.

Garam's Shortcut

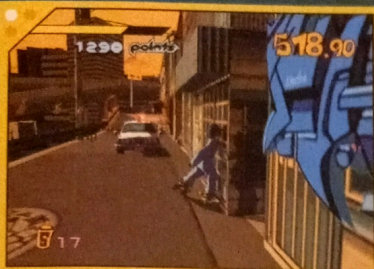
If you finished the Rival Challenge for Garam, you'll remember a shortcut that he used in Kogane-cho. Climb the first staircase from the starting position, then head toward the far end facing the fence.

Turn completely around when you arrive and dash to build up speed as you approach the first staircase again. Now, pull off a Wall Ride on the wall to your right and you should perform an air trick to reach the opposite side where you'll land on the pathway leading to the residential district.

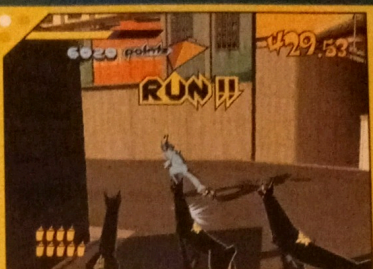
Painting the Town

Once you reach the small district at the top of the staircase, find the two large and one x-large tags. Since Onishima and his K-9 unit will arrive on the scene after you've completed three required tags, you'll want to get the complicated ones out of the way as soon as possible.





Be careful when painting the large tag near the staircase. Police cars will make a run at you.



To outrun the dogs, keep moving while you're spraying the small tags.

You'll also find Spray Paint Cans lining the rails facing the rooftops. Grab some and keep tagging!

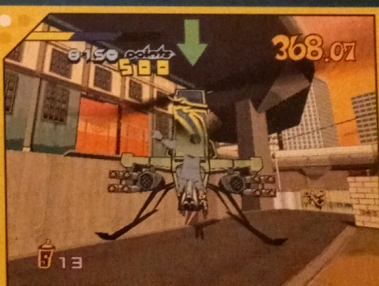
Up in the Air

After you complete eight of the required tags, Onishima and his puppies will split. This isn't good news, as a fully armed Helicopter replaces them! If you've cleared the large and x-large tags already, you shouldn't have too much trouble evading this flying beast. But it's just as easy to dispatch it for some big points.

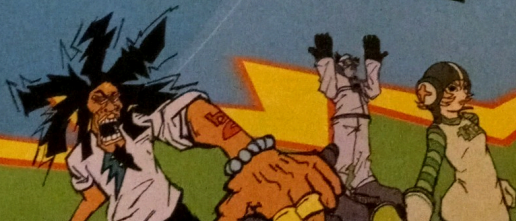


Avoid the Mobile Police that will attack when you're spraying the large tag near the staircase. Listen for sirens when you're starting to paint the tag. Stop tagging and get out of the way when you hear them!

You'll have to be quick to hit the small tags lining the surrounding fences and walls once the police arrive! Onishima will only wander around the front street of the small residential area at the top of the steps, while the dogs will be stationed on either side of the buildings. Be wary of the K-9 Patrol's ability to lunge at you from a distance.



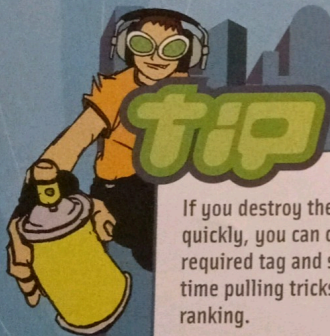
Get rid of that Helicopter and you'll score 500 points.





Don't get too close to the destroyed chopper or you'll catch fire from the burning wreck!

To destroy the Helicopter, simply lure it to an open space. Coax it down to ground level near the area with the x-large tag. Be careful to avoid the missiles by never standing in one place for too long. When the chopper gets close enough, you can tag its front windshield! Not only will you get 500 points, but the flying machine will also crash to the ground. Now you're free to roam the city with no enemies to speak of!



If you destroy the Helicopter quickly, you can clear all but one required tag and spend some time pulling tricks for a higher ranking.

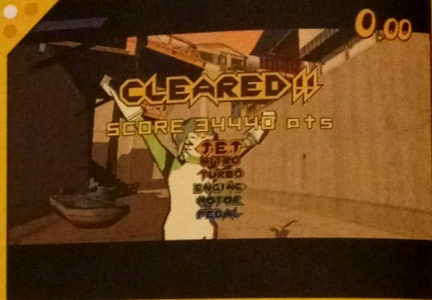
Get JET!

With no optional tags to hit, you may be wondering how it's possible to get Jet Ranking on this stage. While it is tricky, it can be done if you're skating your best. Though

the road to the main tagging area is long, you'll want to do everything quickly. Take care to grind as many fences and railings as possible to speed up your journey. Top this by either performing as many tricks as you like after destroying the Helicopter (ensuring that there are no enemies roaming the streets to get in your way), or going all-out for speed and trying to clear the stage in record time.

Graffiti Type Character Tips

If you're playing with a character like Gum or Piranha, your concentration should be on finishing the stage quickly and with enough power in your gauge to earn some major points. Follow the walkthrough by clearing the large and x-large tags first, then hurry around to hit all the small tags as quickly as possible. You should have no problem getting a good ranking if you finish up with a lot of time on the meter and your Power Gauge at full capacity.



A Graffiti Type Character is good to use if you can clear the stage quickly.

Technique Type Character Tips

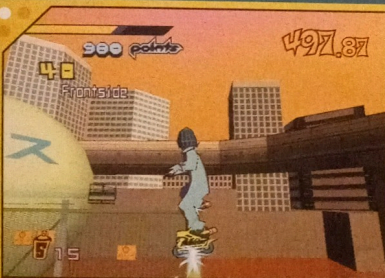
Blazing through Kogane-cho as Tab or Garam, you'll want to take advantage of the long fence that runs from the house at the lower end of the district to the top of the staircase. You can even keep grinding around the water tower and onto the fences and railing surrounding the top residential area.





With so many objects to grind, it's hard to pick just one.

While there is no solid way to pull off an Infinite Grind in this area, try riding along the wooden bridge rail starting at Point A. Jump up for air tricks to gain speed and points. You'll be able to hop the small incline (Point B) and continue up the green gate surrounding the staircase that leads to the residential district. When you near the end of the green gate, jump onto the metal guard rail (Point C) and jump over the yellow bridge to land on the second metal guard rail (Point D). If your speed is still going strong, leap onto the fence and ride it around the back end of the district until the fence ends.

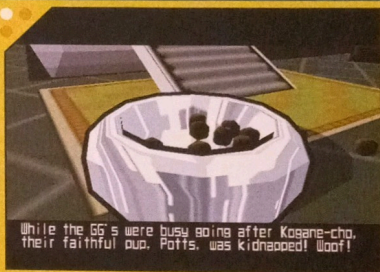


You'll lose some momentum going up the staircase.

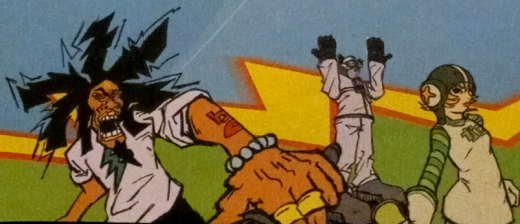
Another good way to grind for points is to start at Point D and head in the opposite direction, over the metal bridge onto Point C. Then go down the green gate staircase. Upon reaching Point B, prepare to jump over to the wooden rail at Point E. If you can hit a slight turn while you're jumping from E, you can start the whole thing over again at Point A. Pull off as many air tricks as you can to gain points.

Kogane-cho: No. 540

Something horrible happens after you clear the Monster of Kogane stage! Your gang's mascot and pet puppy, Potts, has gone missing! It seems that one of the rival gangs has taken the dog from your garage! Your mission is to get him back. But which gang has committed the crime? Is it the Noise Tanks? Or is it Poison Jam striking back after your victory?



Potts is gone! Who took him away?



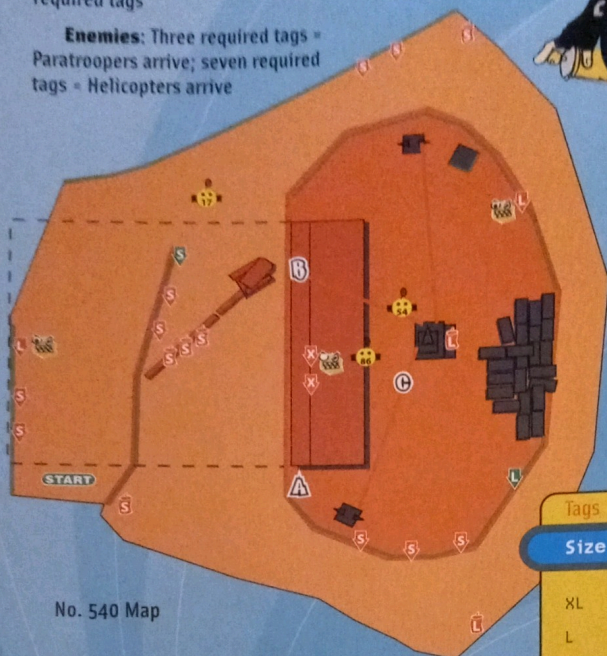
The Essentials

Time Limit: 600 seconds

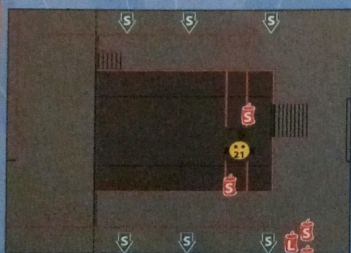
Graffiti Souls: #17, #21, #54, #86

Requirements for Completion: Spray paint 13 required tags

Enemies: Three required tags = Paratroopers arrive; seven required tags = Helicopters arrive



No. 540 Map



note

After clearing Monster of Kogane, you can now access the next stage in Kogane-cho: No. 540.

Tags

Size	Required	Optional
XL	2	0
L	2	1
S	9	7

Ranking Breakdown

Rank	Total Score
Jet	33,000+
Nitro	25,000-32,990
Turbo	20,000-24,990
Engine	16,000-19,990
Motor	12,000-15,990
Pedal	0-11,990



Beating the Stage

No. 540 is one of the tougher lower level stages in *Jet Grind Radio*, primarily because of the number of enemies and the different elevations of the terrain. There's a lot to do and plenty of trick opportunities to discover. But you'll have to pace yourself accordingly; there's a lot of ground to cover.

Hit the Rooftops

From the starting point, a good way to grab some extra Spray Paint Cans is to knock into the busy members of Poison Jam. Hit them from behind to minimize the chance you'll be damaged. You'll be able to grab one Blue Spray Paint Can and two Yellow Spray Paint Cans for a total of seven altogether.



Head for the red roof and spray up the x-large tags.



One of the Poison Jam gang members is right near the start point of the stage.

From this point, head down and around the wall by the crane. Hop over the lower fence onto the red factory rooftop below. You can also ride the cables around the factory below to grab even more Spray Paint Cans.

On the rooftop you'll find two x-large tags to clear, so make sure you have at least 14 Spray Paint Cans with you. You can get an extra seven by knocking the Poison Jam member on the roof. Once you've completed the x-large tags, hop down to ground level and you can enter the factory.

Inside Out

The factory will be your safety zone for the duration of the level, as the Paratroopers and Helicopters you face can't enter it. You will want to be careful when you're near the door, however, as you'll be vulnerable to fire.



Always pay attention when the exclamation point appears above your head. Even though you may be just inside the safety of the factory, some of the Paratroopers can fire right through the doorway.



GGs Walkthrough

Inside the factory, you'll find the bulk of the stage's Spray Paint Cans and even some Health Sprays. Take a minute to hit all the small optional tags along the walls to rack up major points. Head back outside once you've restocked your spray paint inventory.

The Riding's on the Wall

The Paratroopers will begin to descend from the skies after you've completed three required tags, so choose your next tag carefully. Once you exit the factory, head for the wall outside and clear the large optional tag located to the right on the stone fence; then take care of the large required tag on the left.

Now your main objective is to get up and out of the lower area by hopping up onto the car pile directly in front of the factory entrance. You can also trick out with some serious Wall Rides until you get on top of the fence. A few of the optional tags lining the upper walls can be hit this way as well.

Once you get onto the second tier of the junkyard area, keep heading to the top while spiraling around the dirt path. Clear the small tags along the way by riding on the walls that they're painted on.



Painting these three small tags requires you to pull off a three-part Wall Ride.

Flying Foes

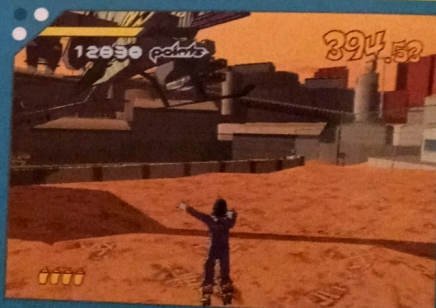
After you've cleared seven of the required tags, the Paratroopers will give way to two massive, well-stocked Helicopters. Their homing missiles are particularly nasty to your Power Gauge, so it's a good idea to know where some Health Sprays are stocked. It's an even better idea to take out the Helicopters with some well-placed tags to free up the area from enemies and leave you to your tagging.

Clear the second tier of this area by hitting all six of the tags lining the walls, then head up to the top tier where three more tags await. Once you clear them all, you're ready to move on.

Chopper Sney



The crane is a good place to grab some Health Sprays.



Tag that windshield and you'll send this Helicopter into a nosedive.





Grind down the crane to hit the Helicopter's windshield with a tag! You'll destroy it and grab some extra points at the same time.

Graffiti Type Character Tips

With so many x-large and optional tags to mess with, this is one of the easier stages to grab Jet Ranking on. If you know the route and grab enough Spray Paint Cans, you'll get high points by simply finishing the stage quickly and by hitting all of the optional tags.

Hit the rooftop first, and then spray all the optional tags in the factory and in the factory ruins. At this point, quickly start in on the required tags lining the surrounding upper tiers. If your character has mid-to-low range power, you must avoid getting hit too often. Try destroying the Helicopters and grabbing all the Health Sprays to replenish your Power Gauge. If you manage to have enough power and time, and have completed all the optional tags, it won't be hard to achieve Jet Ranking.

Technique Type Character Tips

There is a lot to do and plenty to grind on this stage of Kogane-cho. If you're playing through as one of the characters more skilled at tricks, rather than graffiti, look no

Get JET!

For No. 540, it's not too difficult to achieve Jet Ranking no matter what your character's particular strength is. The key is managing the time spent in each area of the map. The best plan is to clear the more complex tags before the police arrive.

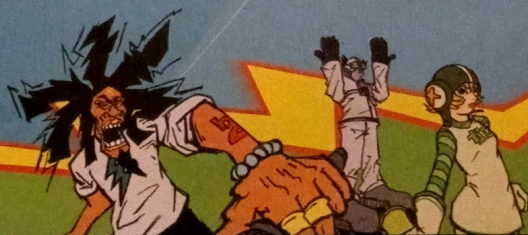
Point Factory



Start grinding along the top of the factory's surrounding walls.



Ride the cables and you can even grab a Graffiti Soul!

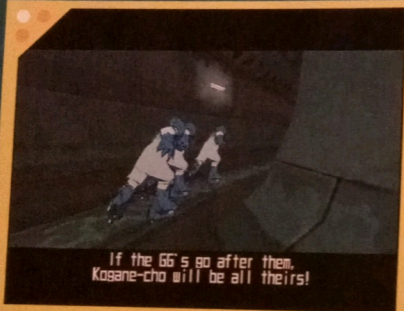


further than the wall surrounding the factory for some quick points.

Simply start off grinding at Point A on the map, taking care to hop up to the next section of the wall whenever you near a "step" or divider along the wall. When you get close to the rooftop, jump off to Point B and then ride over and leap onto the cable running over the roof (Point C). If you have enough momentum going, take a huge jump over to the starting point of your grind and repeat the whole process for some serious Infinite Grind points and a possible Jet Ranking.

Kogane-cho: Kogane Circus

After you clear No. 540, you'll successfully beat the competition by running Poison Jam (scary masks and all) out of Kogane. Even though they aren't the ghastly dognappers you thought they were, now's your chance to get rid of them for good! As they are the last Kogane stage in Chapter 1: GG, there are no other enemies on this level other than the three members of Poison Jam. Take Professor K's advice and tag each of them 10 times.



If the GG's go after them, Kogane-cho will be all theirs!

Poison Jam is on the run. Catch them while you can!

note

By clearing No. 540, you'll access the last Poison Jam episode in Chapter 1: GG, Kogane Circus!

The Essentials

Time Limit: 800 seconds

Graffiti Souls: #19, #51, #84

Requirements for Completion: Spray paint the back of each Poison Jam member 10 times

Enemies: Start = three Poison Jam members

Tags

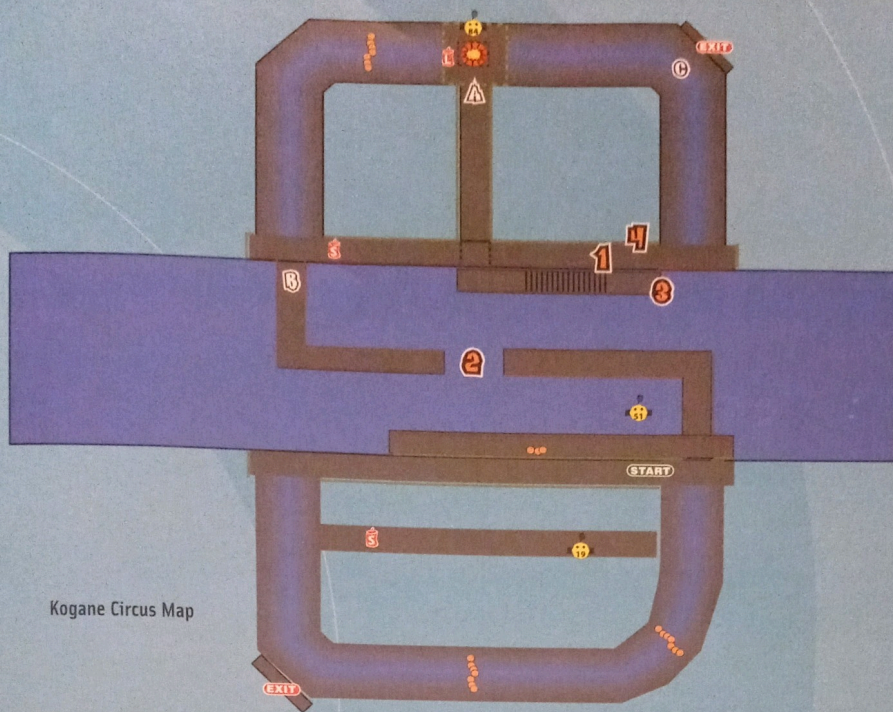
Size	Required	Optional
XL	0	0
L	0	0
S	0	0

Ranking Breakdown

Rank	Total Score
Jet	29,000+
Nitro	22,000-28,990
Turbo	18,000-21,990
Engine	15,000-17,990
Motor	11,000-14,990
Pedal	0-10,990



Kogane-cho: Kogane Circus



Kogane Circus Map

Beating the Stage

It's time to face off against the members of Poison Jam while they're running scared. Kogane Circus takes place in the underground sewer tunnels below the Tokyo-to district of Kogane—meaning that there exists the ever-present danger of falling into the water running through the sewer tunnels! It can be tough chasing down three rival Rudies while you're straddling rails suspended high above the water.

Ride the Rails

Try using a Technique Type character like Tab for this stage, as he can carry a large amount of Spray Paint Cans. Your first objective is to grab as many cans as possible. You'll find them along the railings hanging over the sewer stream and inside either of the two tunnels.

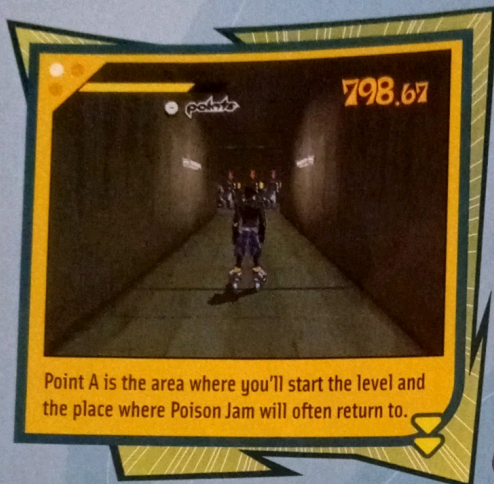


The rails on the steel bridges are the best places to grab Spray Paint Cans.



Rival Routes

Next, you'll have to chase down the three members of Poison Jam and spray their backs ten times each to stop them in their tracks. This is easier than it sounds. There are a few good scouting places to nab them as they each have a set pattern of travel as they skate around the underground.

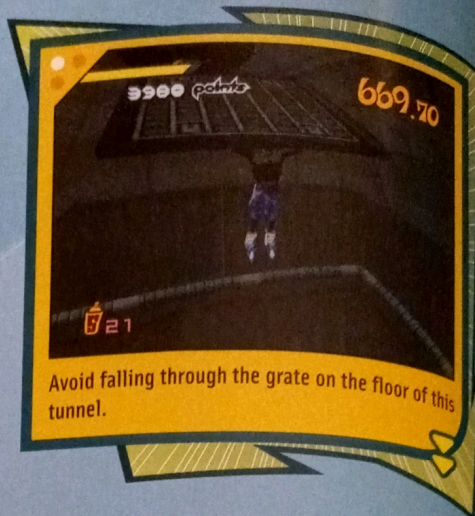


Point A is the area where you'll start the level and the place where Poison Jam will often return to.

Point A is a good location to hang out. You can begin tagging one of your Poison Jam quarry here or use this as a starting point to chase them down. Make sure to mimic their tricks when you're in pursuit, as they'll take a good lead if you don't keep up. You can usually outrun them once they're on the rails, so you may want to stay on the ground if you find that you keep getting too far ahead of them during a pursuit.

Check out Point B to find yet another stopping location for Poison Jam. The moment you get close, they'll take off down the tunnel, so be prepared to skate your best and hunt them down.

Point C is another place you'll find rival members. The tunnels are great places to lay down a tag, as two of them like to meander through very slowly. Take too long to tag them all, however, and they'll speed up their routes, making them harder to catch.



Avoid falling through the grate on the floor of this tunnel.



Warning

Be careful of the grates on the tunnel floors! If you fall through one, you'll drop into a small area below. You can pick up Graffiti Soul #84 and a Health Spray there, but you'll lose track of the rival you're chasing!

The best strategy for tracking down each Poison Jam member is one at a time. Don't go for all of them at once as you may very well lose their patterns. Attack the Rudie at Point A until he's finished, then follow up with his buddy at Point B before moving on to the final adversary at Point C; you'll have a better chance at clearing the stage quickly.



Getting Tricky

This section of Kogane is a trick-lover's dream come true! Since the area is so packed with rails and walls to ride, it shouldn't be too difficult to pull off an Infinite Grind that will boost your score into Jet Ranking territory.



You may remember this series of tricks from your Rival Challenge against Garam.

If you swing it just right, you can keep the level going by leaving one of the members of Poison Jam with one tag left to be applied on his back. Try starting your grind at Point 1, then ride the rail around the bridge and leap



Learn to turn when jumping to master this Wall Ride.

over to the railing on the other side. When you reach Point 2, pull a trick to hop over the water to Point 3 and Wall Ride from Point 4 back to Point 1 to start the grind all over again!

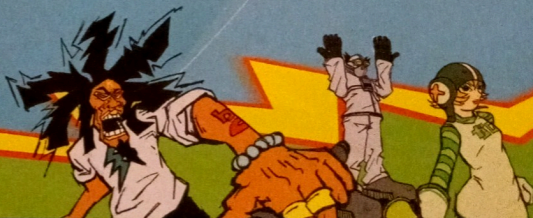
You'll remember this exercise from your encounter with Garam near the beginning of the game (if you took him up on his offer). Just keep it going and you'll get a mega score in no time.

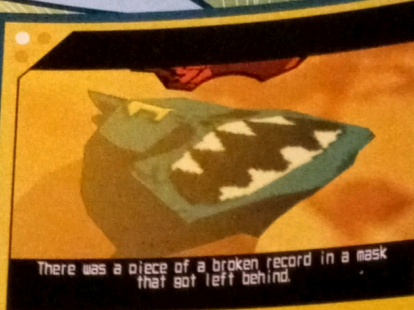


Take care to avoid touching any of the members of Poison Jam, even after they've been completely tagged up. Touching them will do some serious damage to your Power Gauge, and there aren't enough Health Sprays on this stage to undo much of it.

Rival Napping!

After you've left Poison Jam high and dry in the Kogane sewers, you learn of the gang's abduction by someone in a sinister-looking black car. The only clue that they've left behind is the fragment of a broken record in one of Poison Jam's masks! It's time to see what the other gangs are up to. Do they have anything to do with this crime?





The Poison Jammers are kidnapped!

Get JET!

Depending on the type of character you use for this stage, and your knowledge of how to use them, it won't be too difficult to grab Jet Ranking. If you're using a Graffiti Type character like Gum, speed will be your primary focus. If you can tag all of the enemies quickly, you'll easily get Jet Ranking since every tag equals 300 points. Make sure to keep an eye on your Power Gauge, as you'll want as much health as possible when your end score is tallied.



Make sure to replenish your health if your Power Gauge is low.

If you're playing through as a Technique Type character like Tab, you'll want to try your hand at the Infinite Grind detailed above under "Getting Tricky." If you're confident enough, leave one of the tags undone so you can rack up points doing an Infinite Grind! You shouldn't have a problem getting Jet if you manage to pull off this trick.

Benten-cho: Benten Boogie

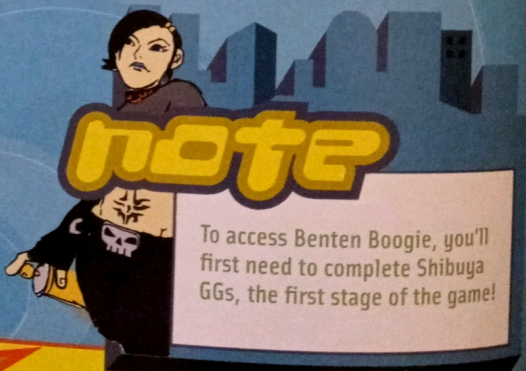
It's time to face off with the notorious gang of high-tech Rudies that call themselves the Noise Tanks. Strapped with voice-recorders and some very strange technology, the people of Tokyo-to claim that they're to blame for the blackouts in the city of late. Show them that real Rudies don't terrorize the city, they simply tag it!



Meet the Noise Tanks: a strange group of technophiles that guard Benten-cho.

note

To access Benten Boogie, you'll first need to complete Shibuya GGs, the first stage of the game!



The Essentials

Time Limit: 800 seconds

Graffiti Souls: #24, #56, #90

Requirements for Completion: Spray paint 16 required tags

Enemies: Four required tags = Foot Patrol, Mobile Patrol arrive; 11 required tags = Onishima arrives, Riot Police arrive

Tags

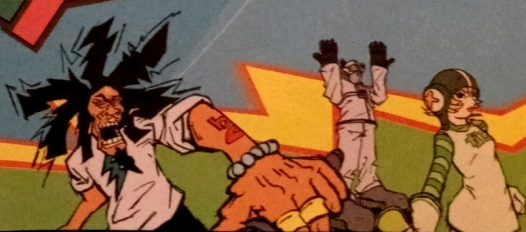
Size	Required	Optional
XL	2	0
L	7	0
S	7	0

Ranking Breakdown

Rank	Total Score
Jet	44,000+
Nitro	32,000-43,990
Turbo	25,000-31,990
Engine	19,000-24,990
Motor	13,000-18,990
Pedal	0-12,990



Benten Boogie Map



Beating the Stage

The lay of the land in Benten-cho is a little confusing on your first time through. This stage includes rooftops and narrow streets with a climbable tower. It's easy to get lost during your first few adventures here, so be sure to get to know the territory you're covering first.

Tagging Main Street

Benten Boogie is a section of town with multiple levels. Your first objective is to get off the roof you start on and begin tagging on street level before the first wave of police reinforcements arrive. There's one x-large tag and one large tag that need some paint on the ground, along with a handful of small tags.



If you want to avoid too many run-ins with the police, hit the large tags first.

Try marking up the large and x-large tags on the street first. Make sure that you knock into the Noise Tank member in front of the large tag to grab 10 Spray Paint Cans. Then quickly hit all the remaining small tags as you wind through the streets on your way to Benten Tower, the tall structure in the center of the district.



The Foot Patrol will arrive on the scene after you hit your fourth tag, so make sure to clear as many large or x-large tags at street level as possible. You don't want to linger around these unfriendly streets too long!

Grind the Tower!

Look for the blue pillars down one of the small streets off Main Street and there you'll find a set of steps leading up into Benten Tower. At the top of the tower, you'll find a large tag on the wall. Now it's time to ride the rail leading off the tower and back onto the rooftops. This is a good way to restock your Spray Paint Cans, as well.



Onishima and his Riot Police cronies will arrive on the scene after you've finished your eleventh tag. But if you've cleared all the large and x-large tags down on street level, they won't present a problem! Just make sure that you have enough Spray Paint Cans to finish off the remaining tags.



Towering Tags



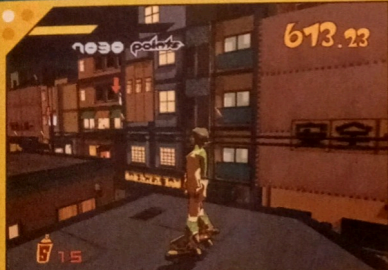
The blue and red street entrance to Benton Tower is hard to miss.



Keep your eyes open for this large tag.

Mind the Gaps

Once you reach the rooftops, you'll have to be extra careful looking for gaps that will drop you back down to street level. If you round a corner on the roof where many of the large tag spots are located, you'll find that gaps separate a number of the large tags.



Always check for holes or gaps in the rooftops before blazing around a corner.



TIP

The best way to avoid sliding off a rooftop when you're approaching a large or x-large tag is to hit the left trigger right when the Thought Bubble shows up over your head.



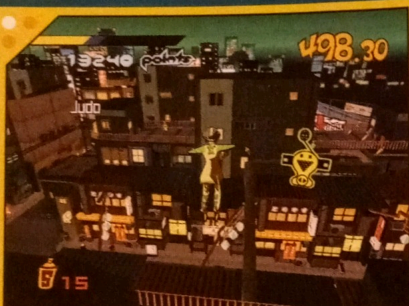
Run, Rudie, Run!

There are a number of different escape routes in Benten Boogie. If you get trapped on the street with Onishima and the Riot Police hot on your trail, all you need to do is find a way to get up to the rooftops.

You'll find blue arrows directing you up either one of two drainpipes along the perimeter streets. You can also skate up the truck on the dead-end street located on the far edge of town. Hiding at the top of Benten Tower is another option.

Ride the Tower

Use the circular water duct wrapped around Benten Tower for restocking your Spray Paint Cans. Grab a Graffiti Soul en route by timing your jump off the duct just right.



Jump up and grab Graffiti Soul #56 here.

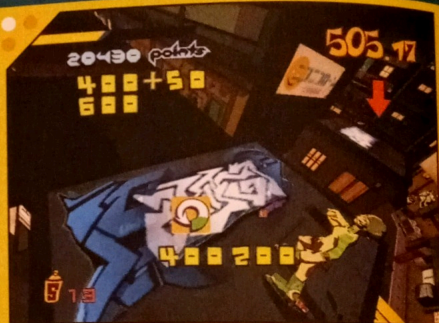
When the camera angle changes, then switches back to regular view again, make sure to jump *after* you pass under the lamppost near the edge. You need to get it just right in order to leap high into the air and land on the far duct, from which you can grind to the distant roof.

Get JET!

Getting Jet on Benten Boogie can be difficult if you try to use a Technique Type character. Your best bet for getting a great score on this level will be to use a Graffiti Type Character like Gum or Piranha. If you're dead set on using a Rudie like Tab, check our advice in the Technique Type Character Tips below.

Graffiti Type Character Tips

If you choose a Graffiti Type Character like Piranha or Gum, you should simply clear all the x-large and large tags on the street. Then move on to the small tags on ground level. Finally, head up to the rooftops and Benten Tower. Make sure that you have a good handful (around 12) of Spray Paint Cans before leaving the ground.



Speed is the key to getting Jet with a character like Gum.

If you clear all of the tags without making any mistakes, you should finish the level quickly. Get through in 400–500 seconds and you won't have a problem snagging Jet Ranking.



Boogie Wonderland



Start your long journey at this point on the power cables.

▷ Benten Boogie is undoubtedly the toughest for characters like Tab.

▷ You'll need to Wall Ride these "under construction" brown walls.

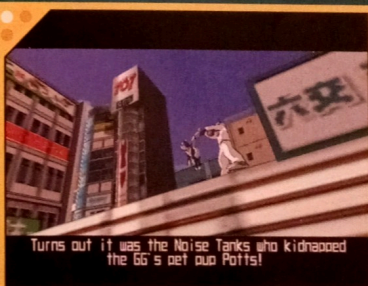
Technique Type Character Tips

If you're set on using a Technique Type Character like Tab or Garam, you'll have to rely on lots of tricks to boost your score into Jet territory. First off, learn how to grind the power cables lining the perimeters of certain sections of town. There's a long stretch of cables above the truck on the dead end street in the lower right section of the map (Point A), for example.

Use the cables to ride to the air ducts (Point B). Hop off a grind to Wall Ride on construction wall #1 (Point C), then hit the next set of cables (Point D). From here, Wall Ride on construction wall #2 (Point E) to reach the last set of cables. Grind the three neon signs between the two sets of rooftops (Points F–H) and return to the cables just before Point B. All of this seems impossible—and it is pretty difficult—but you'll be greatly rewarded if you can pull it off.

Benten-cho:
Graffiti High

Now that Benten-cho and the Noise Tanks have gotten a taste of the GGs tagging power, you need to keep the pressure on them. You'll also discover that they're the gang of Rudies who've kidnapped Potts, your puppy. While Onishima and his extreme law enforcement policies are hot on your trail, your goal is clear: Take over Benten-cho in order to run the Noise Tanks out of town and get your dog back.



Turns out it was the Noise Tanks who kidnapped the GG's pet pup Potts!

It's time to show the Noise Tanks who's boss.



The Essentials

Time Limit: 500 seconds

Graffiti Souls: #25, #57, #58, #59, #91, #92, #93

Requirements for Completion: Spray paint 19 required tags

Enemies: Three required tags = Onishima and Paratroopers arrive; 11 required tags = Tanks arrive

note

In order to unlock Graffiti High, you must first complete Benten Boogie.

Tags

Size	Required	Optional
XL	2	1
L	3	0
S	14	0

Ranking Breakdown

Rank	Total Score
Jet	32,000+
Nitro	25,000-31,990
Turbo	22,000-24,990
Engine	18,000-21,990
Motor	15,000-17,990
Pedal	0-14,990



Graffiti High Map



Beating the Stage

Graffiti High consists of three connected areas: the starting area (train tracks), Park Square, and Main Street. Check your map to find out how each area is connected and to learn where the paths are. You'll find that you must break through gates or even billboards to access the hidden paths needed to complete the stage.

The Train Tracks

There is only one optional x-large tag in the starting area, but there are plenty of Spray Paint Cans and several Health Sprays. Collect as many Spray Paint Cans off the track as possible, then make sure to hit the optional tag on the red cargo box near the wall to score some extra points.

While you can grind the tracks, you must be careful to jump out of the way if you hear the train's whistle blow! You can't win against the train and you'll sustain damage if it hits you. Head down the tracks to the upper part of the map, past the optional tag. Check the wall ahead to blow through the green gate along the right-hand side and enter the Park Square section of Graffiti High.



TIP

There's a Graffiti Soul on top of the blue cargo boxes near the end of one of the trains. You can only access it by jumping off the end of the train. Save it for later if you want to conserve precious time on the game clock.

Park Square

This section of the map consists of loads of small tags decorating the billboards lining the park. If you're going for speed, you may want to save the tags for later. Simply proceed and use the stone ramp in front of the movie theater front to get up on top of the circular platform in the center of the park.



Break through the green gate to reach the second area of the stage.



Grind your way to the center platform high above the park.



Notice that there are rails leading to different areas along the perimeter of the park with two tags just waiting for you to spray paint them on the neon signs. You'll want to save them for a little later, as they're in safe zones.



TIP
Body-check a Noise Tank member to grab 10 Spray Paint Cans! Refer to the map to find their locations before the police arrive. Just remember to hit the rival Rudie from behind or you'll sustain damage.

Instead, find the rail that leads to a billboard positioned above a truck. Hop on the rail and ride it into the sign and it will break away, leading you into a corridor! This is the way to the third section of Graffiti High: Main Street.



There's a hidden path behind the billboard at the end of this rail. Find it!

Start Tagging Main Street

There are plenty of Spray Paint Cans along the side rails in this new area. Collect as many as you can and head to the far end of the district. You'll find an x-large tag on the shop window there, so start painting. Hit the large tags on either side of the center building before the Paratroopers arrive.



Play smart and take care of the larger tags first.



WARNING

After you clear the three big tags in the Main Street area, prepare for Paratrooper units to land. They're equipped with machine guns, so keep dashing or grinding while you're finishing up the small tags along the street.



Collect more Spray Paint Cans and hit all the remaining small tags in the area. Head back out through the small corridor leading to the Park Square when you're finished.

Back to the Park

Ride the rail from the breakaway sign to the circular platform again, and then head to either of the two larger tags along the upper billboard platforms. You may want to be careful here, as some of the Paratroopers may get caught in the power lines and remain suspended in mid-air while firing at you.

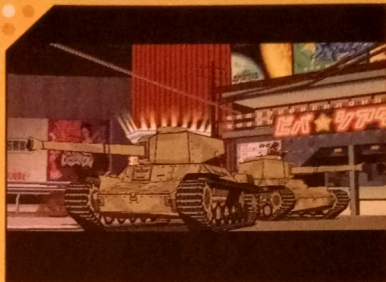
Try to stay on the rails when traveling between tags. This will keep you out of the way of the enemies below. If you happen to fall, use either the truck to hop on the upper rail, or the stone ramp to leap onto the circular platform again.



Use the cargo bed of this truck to grind up to the rail above.

Tank Invasion!

After you've completed your eleventh required tag, Onishima will call in the ultimate police weaponry: fully loaded Tanks! These armored beasts deliver a good deal of damage if you happen to get smacked with one of their missiles, so keep moving at all times once they show up on the scene.

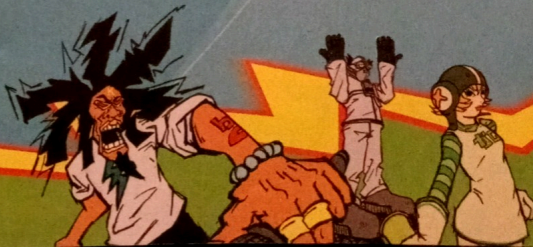


These Tanks are tough customers and can deal painful blows. Stay out of their way!

Make sure that you have at least 10 Spray Paint Cans before heading to ground level and grinding the side rails lining the lower billboards. Each billboard has at least two small tags to hit, so keep grinding and dashing as you skate and spray. Complete all the tags and try not to get hit. Finish the stage and show the Noise Tanks that you mean business!

Get JET!

You may want to use a Graffiti Type Character to grab Jet Ranking on this stage, as the Infinite Grind in Graffiti High is rather difficult to pull off due to a strict time limit. If you insist on using a Technique Type Character like Tab, try amassing big points on the train tracks before heading over to the Infinite Grind area in Park Square.



Graffiti Type Character Tips

If you're playing through the stage as a Graffiti Type Character, then Graffiti High should be one of the easier areas to get Jet Ranking on. If you follow the walkthrough and make sure to hit the x-large optional tag near the train tracks, your only real enemy will be time.

Use as many shortcuts as possible to hit all the areas as quickly as you can, and make sure to grind the tracks in the train tracks area to speed up your travel. You'll be in good shape if you visit Main Street first and attack all the large and x-large tags before the police arrive. Just try to collect as many Spray Paint Cans as possible by bodychecking the Noise Tanks whenever you come across them. Jet Ranking is there for the taking if you manage your time well and replenish your Power Gauge after being damaged.

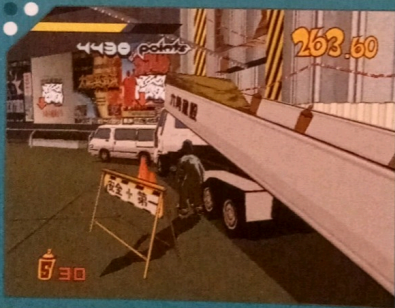


Take a minute to mark up this optional tag. It pays off in big points.

Technique Type Character Tips

Graffiti High is very difficult for Technique Type Characters. The Infinite Grind is a bit more elusive if you're not savvy with Wall Rides. In Park Square, your objective is to use the billboards lining the perimeter of the Park as objects to Wall Ride on, in-between grinding sessions on the elevated rails.

Keep On Truckin'



Begin your long journey on this truck.



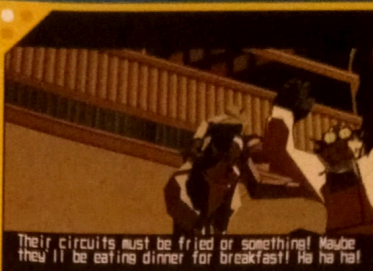
The jump to the cables is tricky if you have too much speed going.



Start your grind from the cargo bed of the truck in Park Square (Point A). Jump slightly left to catch the upper rail and slide to the center platform. Without stopping, jump over the platform and continue on the rail leading to the billboard next to the giant octopus (Point B). Before you hit the billboard platform, hop onto the power cables (Point C). Ride them until they're about to end, then grab some air and jump to the next pole (Point D).



Leap down to the lower rail and start the grind all over again.



Go get your pup back!

Follow the rail to the center platform and jump over it to the rail on the opposite side (Point E). You should be slowing down a little before you jump off onto the ground level rail behind the truck (Point F). If you've got the momentum, hop back onto the cargo bed of the truck (Point A) to start your grind all over again. It's nearly impossible to pull off, but it's well worth the effort if successful.

Benten-cho: Noise Reduction

The Noise Tanks are running scared! You've marked up their territory with your own tags, but they still have Potts in their grasp. Now that the GGs have dominated the Benten-cho district with their tags, it's time to get rid of the Noise Tanks for good!

note

You can access Noise Reduction only after completing Graffiti High. This level pits you against three Noise Tanks. Your objective is to tag their backs 10 times. There are no other enemies on this stage.



The Essentials

Time Limit: 800 seconds

Graffiti Soul: #23, #60, #61, #94, #95

Requirements for Completion: Tag each Noise Tank 10 times on the back

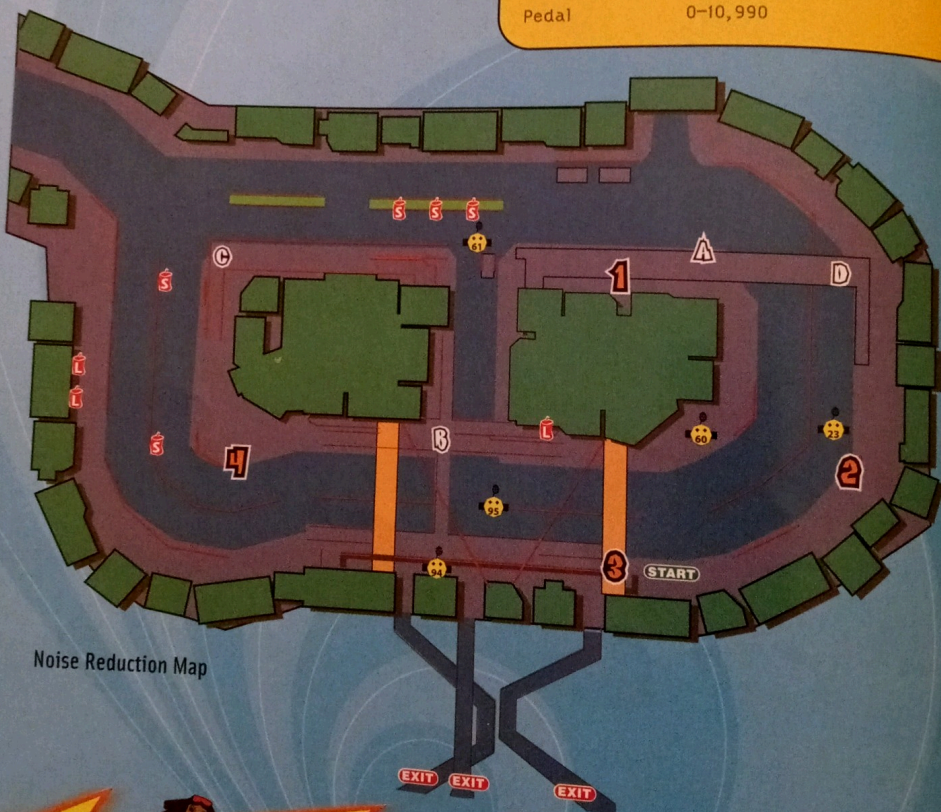
Enemies: Start = three Noise Tanks

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	0	0

Ranking Breakdown

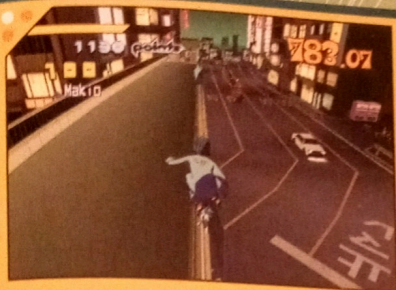
Rank	Total Score
Jet	29,000+
Nitro	22,000-28,990
Turbo	18,000-21,990
Engine	15,000-17,990
Motor	11,000-14,990
Pedal	0-10,990



Noise Reduction Map

Beating the Stage

With only the Noise Tanks to chase down, this stage is completely devoid of any other enemies, thereby allowing you to concentrate on tagging those Rudies. Your objective is clear: tag each Noise Tank member 10 times on the back and you'll put the entire gang down for the count.



Grab some Spray Paint Cans along this bridge rail.

This stage is fairly large and open, but there are still plenty of trick opportunities. Make sure to collect a good number of Spray Paint Cans from the rail along Point A on the map. This will be one of the areas of the stage that you'll travel through quite a bit, so it might be a good idea to use a character like Tab or Garam who not only has pretty good power, but can also carry a lot of Spray Paint Cans.

Where Are the Noise Tanks?

You'll find the Noise Tanks congregated in one central area at the very start of the stage. They won't give chase until you get close to them. Each member will travel along his own set pattern in a loop. If one disappears from the path, he can be found in one of three different roosting places on the map.

Point B is the location where the Noise Tanks can first be found on the map. If you lose sight of them during the chase, you can find two of the three members again in this spot. Point C on the map shows another favorite resting spot for the Noise Tanks.

Benten-cho: Noise Reduction



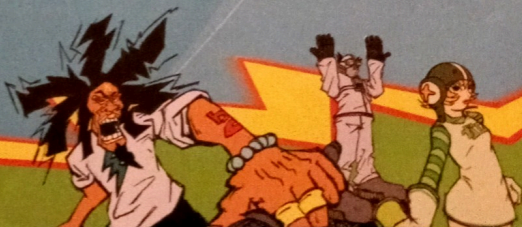
You can catch up with the Noise Tanks here at Point B.

Point D is one more great attacking area, as all of the members will stop here momentarily once you've chased them around the pedestrian bridge at Point A for a while.



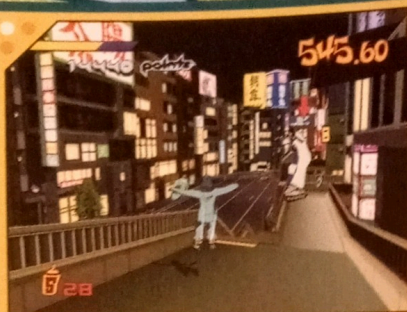
The far end of this bridge will see its fair share of Noise Tanks.

Keep in mind that the minute you get close enough to them, the Noise Tanks will take off and start looping around in their specific patterns. You can try to wait for them in the designated areas, but it's sometimes faster to simply chase them down.



Speed Jump

A good way to keep up with the Noise Tanks is to mirror their moves. They'll switch rails, pull off tricks, and sometimes even fall! If you find yourself dropping behind during the pursuit, keep jumping and dashing to build up speed. Always be ready to hit the left trigger, as you may find that you can tag a Noise Tank in mid-air if you're close enough behind one.



When you're hot on a Noise Tank's tail, keep up your momentum by jumping.

Be careful not to run into the members too often, as they'll do lots of damage! You can find Health Sprays lining some of the traffic islands in the center of the street below. But the more time you take off from actually tagging and pursuing the Noise Tanks, the less chance you'll have at attaining Jet Ranking!

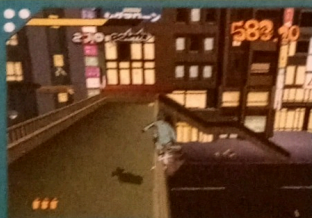
Get JET!

This section of Benten-cho should please players who love to use characters like Tab or Garam. Not only is there an incredible number of rails to grind, but they're all easily connected if you plot out your jumps, grinds, and air tricks appropriately. Players who'd rather use Gum or Piranha type characters can still finish at the top. Clear the stage quickly and you'll get Jet for sure.

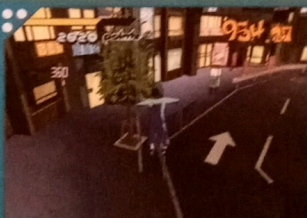
This stage is a good area to pull off tricks if you use a Technique Type Character. You can simply chase down the enemies and tag them all except for one. Leave one tag to be applied later, then start grinding the pedestrian bridges for points!

Start your grind at Point 1, then jump the gap between the two staircases and continue grinding until you reach the next staircase. Leap to the blue rails (Point 2), then hop once (with a slight turn to avoid the square sign) onto the next rail and again to the next staircase (Point 3). Jump over to the opposite outer rail and continue down the staircase to the metal rail divider

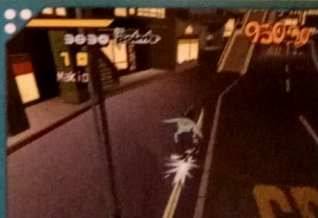
Nail the Rails



Start grinding at Point 1.



▶ Leap to the blue rails at Point 2.



▶ Move on to Point 3 and the next staircase.





tip

Don't bother grabbing any of those Graffiti Souls on this stage! Save them for the Jet Tech stages later as you'll waste too much time if you want Jet Ranking.

and back onto the next staircase leading up (Point 4). If you've managed to pull this all off, you'll find yourself at Point 1 again. You can grind and pull tricks on this loop indefinitely if you have enough momentum! Repeat this pattern until your time is almost up, and then tag the last Noise Tank to grab Jet Ranking!

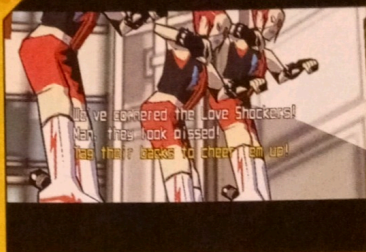


tip

Learn to pull off air tricks while turning. This is a surefire way to avoid getting caught up by signs or other obstacles blocking your grind!

Shibuya-cho: Love Attack

It's time to take the Love Shockers out once and for all! This is not only the last stage in the GG chapter of Shibuya-cho, but it's also the last Love Shocker stage. Mark up each Love Shocker 10 times to get rid of them for good.



The Love Shockers are back and ready to rumble.



note

After you finish up Love Trap, you must complete the stages in Benten-cho and Kogane-cho before you can access Love Attack.



The Essentials

Time Limit: 600 seconds

Graffiti Souls: #12, #14, #46, #48, #82

Requirements for Completion: Tag each Love Shocker's back 10 times

Enemies: Start = Love Shocker gang

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	0	0

Ranking Breakdown

Rank	Total Score
Jet	29,000+
Nitro	22,000-28,990
Turbo	16,000-21,990
Engine	15,000-17,990
Motor	11,000-14,990
Pedal	0-10,990



Love Attack Map

Beating the Stage

This is the final GG stage. But don't worry—it's not too tough to clear if you exercise a little patience. Your objective here is much like those in Noise Reduction and Kogane Circus. You must track down the three members of the Love Shockers and tag each of their backs 10 times.

Uphill Battle

The section of Shibuya-cho where Love Attack takes place contains some of the steepest hills in the game. Take advantage of the numerous railings to get some speed going uphill, or you can always catch a ride on the back of a car if you're travelling up the main road.

Since the Love Shockers are your only real enemies on this stage, you can tear up the streets if you're careful to avoid getting smacked by the passing cars.

Look for the Pattern

Familiarize yourself with the Love Shockers' patterns, as each member will consistently travel a particular route. There are three points on the map where the Love Shockers will stop and linger. They will only begin to run once you approach them, so study their resting spots on the stage map.

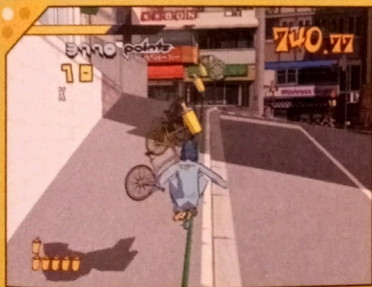
The different points on the map (A, B, C) indicate the usual areas where the Love Shockers can be found when they're not skating. They often switch locations, however. Whenever you start chasing one of the heartbroken Rudies, pay attention to the route that they skate, as this won't change. You can either spend your time chasing them down, or waiting at strategic points on the map to spray them when they briefly stop.

Though waiting sounds like the easier approach, it's usually better to chase the Love Shockers down. If you can keep up, the best time to spray one of the members is when they are skating uphill. Unless they've managed to catch some air on a railing, they're just as slow as you are. If you can jump and grind close enough, you can spray them while you're both struggling with the hill.

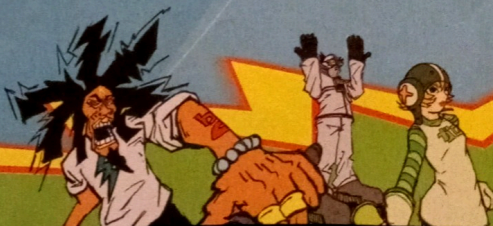


Jump and grind on the side rails of the streets to keep up. ~

Performing tricks and grinding will speed you up considerably in your chase, so take every opportunity to get close this way. And remember, if you fail at first, you can always keep trying!



You'll find the Love Shockers wandering around big intersections.



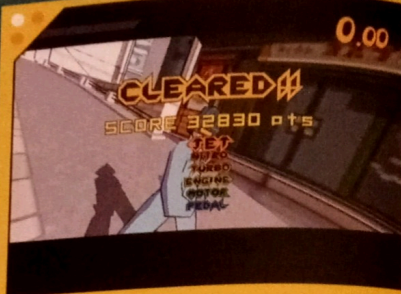


It's smart to use a character like Tab or Garam for this stage because both of them can carry a good number of Spray Paint Cans. They're also slightly more powerful and can take some damage from contact with the Love Shockers.

Get JET!

The point requirement for Jet Ranking on this stage is fairly low. You can grab Jet with ease if you manage to tag all the members of the Love Shockers in a decent amount of time (approximately 400 seconds). Whether you're playing through as a Graffiti Type or as a Technique Type Character, your main objective here is speed. Since each tag on a Love Shocker's back equals 300 points, you can

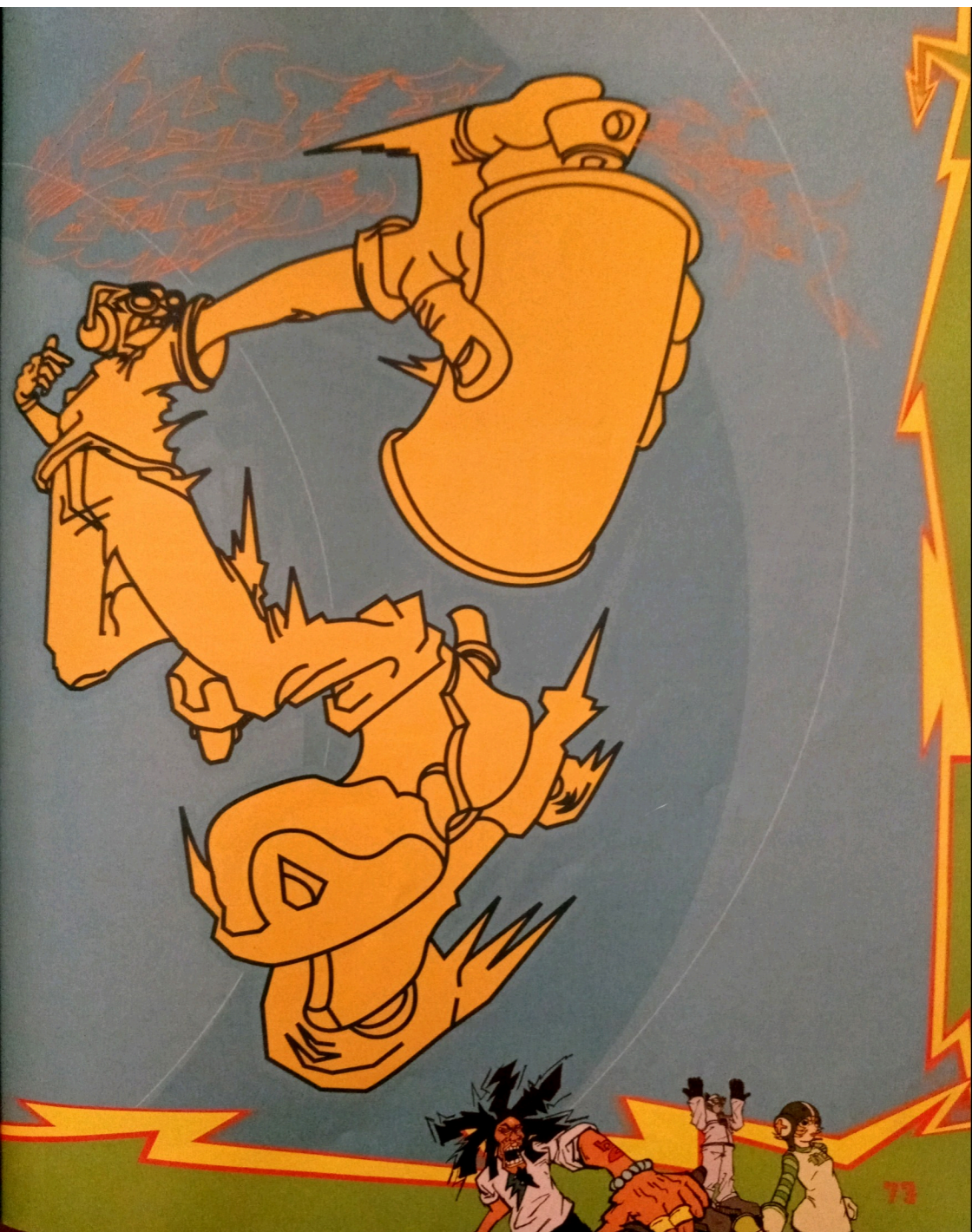
make up the difference with the total tag score, your remaining time at the end of the stage, and the amount of power you have in your Power Gauge.



Keep an eye on your time, power, and score to grab a Jet Ranking.

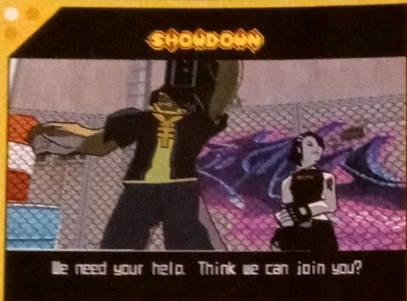
If you want to up your chances, you can always use the tallest hill to race down while grinding and jumping between rails. This can be difficult here, as the hills are incredibly steep and make it difficult to maintain consistent control over your character.





Combo & Cube

Once you finish off the Love Shockers, two Rudies visit you from a far-off land called Grind City. Their names are Combo and Cube, and they're itching to join the GGs in order to solve a mystery. You'll have to complete their respective Rival Challenges, but once you do, you'll finally learn why they've flown all the way to Tokyo-to.



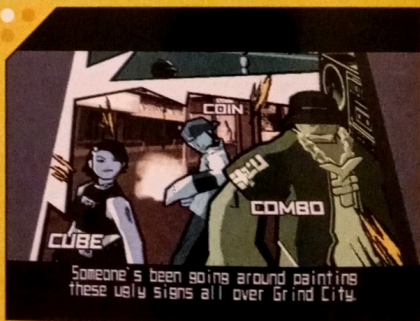
Meet your prospective new members and listen to their strange stories about Grind City.

Combo tells you that up until a few months ago, he and his gang of Rudies ruled the streets of Grind City. But a gang of men in black has recently started infiltrating the town, covering up the locals' graffiti with weird Golden Rhino posters. To make it worse, their fellow gang member, Coin, has been kidnapped and his entire record collection stolen!

Now it's up to you to help figure out what's going on. It seems that all those men in black work for Rakkaku Corporation, and they're willing to stop at nothing to keep Cube and Combo from tagging the town. Were they the ones who kidnapped Coin?

note

You can only access the Grind City stages once you've completed Love Attack and both Cube and Combo's Rival Challenges.



Cube and Combo's friend Coin has been kidnapped by the Golden Rhinos!

Bantam Street: Tag or Die

Bantam Street: Tag or Die

Time Limit: 600 seconds

Graffiti Souls: #28, #29, #62, #63, #96

Requirements for Completion: Spray paint 16 required tags

Enemies: Start = Rokkaku Henchmen (machine guns) arrive; eight required tags = Assassin #5

Tags

Size	Required	Optional
------	----------	----------

XL	3	0
L	7	0
S	6	0

Ranking Breakdown

Rank	Total Score
------	-------------

Jet	39,000
Nitro	31,000-38,990
Turbo	26,000-30,990
Engine	22,000-25,990
Motor	18,000-21,990
Pedal	0-17,990



Bantam Street Map



Beating the Stage

Combo and Cube flash back to two months earlier, when the weird incidents with the Golden Rhinos first began. Their Bantam Street turf has suddenly been invaded! Time to start marking up those tags.

As the first of two stages exclusive to the North American version of *Jet Grind Radio*, Bantam Street is comprised of multiple levels and some incredibly tough enemies. You'll have to plan your attack carefully if you want to avoid a "Game Over" screen.

note

Your first time through the Grind City stages requires you to use either Combo or Cube. You can't choose any of the other playable characters for either Bantam Street or Grind Square until you've finished the game.

Outsmarting the Enemy

When you first arrive on Bantam Street, you'll discover that you're not alone; the place is literally crawling with Rokkaku Henchmen armed with machine guns and knives. They're not particularly fast, but there are a lot of them. You'll have to learn where they're camped out to avoid bumping into them unexpectedly.

Avoid lingering too long in front of the gas station at street level, since this is where the bulk of the enemy troops are hanging out. If you can outrun them long enough, you'll be fine. They wear out easily and usually have to stop to catch their breath in a short amount of time.

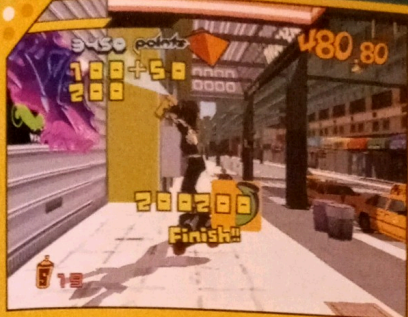


The brick building leading up to the train tracks and rooftops isn't safe from enemy attack.

But, beware...Rokkaku Henchmen lurk in some unexpected places and their weapons can reach you from far away. After you've completed around eight required tags, you'll find that there are even scores of these foes inside the building at the edge of the playground. Your safety zone will always include either the train tracks above the street or grinding any of the surfaces on the stage. There are plenty of places to grind, so make good use of them.

Street Level

On the main street running the length of the stage, you'll find that there are only two large tags. It's relatively easy to duck the enemy at the beginning of the stage, so you'll want to get to these first. Things get more difficult later on.



Take care of the street level tags along the main road first.

Move toward the playground area once you've cleared the two tags. This is where you'll find the bulk of the Spray Paint Cans. Ride along the bars on the perimeter in order to collect paint and to stay safely out of your enemies' range.



The playground area is relatively safe if you keep grinding and moving quickly.

Bantam Street: Tag or Die

Henchmen won't usually wander into the center of the playground, so take your time when you're stocking up on spray paint. You're ready to take on the rest of the tags in the stage when you've filled your inventory.

Rooftop Billboards

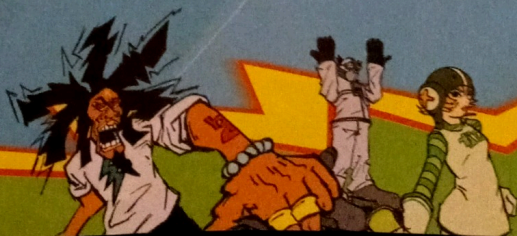
In order to avoid nasty encounters with Assassin #5 later, take care of the bigger tags first. This includes those found on the rooftop billboards above street level. First, take to the upper platforms via the staircase next to the gas station. Paint the x-large tag directly above the station, then hop across the rooftops to finish up the remaining three large tags lined up alongside it. Now it's time to discover the quickest route to the rooftops directly across from the train tracks.



You can enter the brick building through the double doors or from the rooftops.

Breaking and Entering

Build up a little speed on the rooftop facing the brick building above the playground. Then go for the big jump directly through any of the three windows. You'll find that they break away, giving you access inside the three-story building!



Combo & Cube Walkthrough



Smash through the windows to get into the brick building.

Inside, you'll find a number of Health Sprays and a staircase leading up and down. You can grind along the banister to reach the top floor. When you do, you can smash through either row of windows; one faces the train tracks and the other faces the rooftop you just jumped from.



Jump from the train tracks to the far rooftop.

Break through the ones facing the train tracks and build up a little speed once you land on them. Then jump over the railing to the rooftop on the far side! You'll now be able to mark up the three big tags lining the walls. Go for the x-large tag at the top of the steps, first, then move onto the lower two.



Make sure to take care of the tags on the far rooftop before Assassin #5 shows up.

If you've followed the walkthrough up until this point, you'll now have your first meeting with multiple Assassin #5s. And what nasty pieces of work they are.

Whip It

Once the Assassin #5 group arrives on the scene, you'll have your work cut out just trying to dodge them. Armed with an extra long-range whip and gifted in the area of long distance jumps, the only way to avoid these deadly enemies is to keep grinding and moving. Stay as far away from them as possible or you'll end up on the wrong end of those stinging whips.

If you take a lot of damage, just remember where the Health Sprays are on Bantam Street. There's a row of big Health Sprays lined up along one of the construction signs on this street, and there are also a number of them inside the brick building.



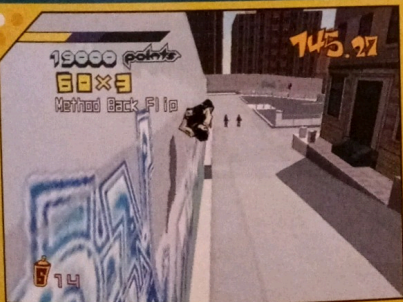


Wall Ride the gas station sign to reach this small tag.

The most dangerous place to be once the Assassins arrive is on the rooftops, so make sure you clear the small tag along the high wall near the gas station before heading back to the playground area. You'll have to Wall Ride against the gas station sign from the rooftop in order to paint the small tag.

Go for a Ride

Now it's time to have some fun on the playground. Grab as many Spray Paint Cans as you can possibly carry, then grind along the perimeter walls and low curbs. In order to reach three of the small tags found against the outer walls, you'll need to do some serious wall riding. This can be tough, especially with enemies hot on your tail. But if you keep grinding, you should be out of their reach.



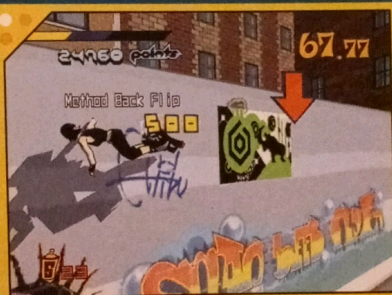
Wall Ride between curbs to bridge the gap and get big points.

Start your grind from the side where the brick building is. You can use Wall Rides to build up speed if you start to slow down. When you approach the small angular inlet of the wall, prepare to Wall Ride! This is the only way to reach the first small tag on the high wall, and it requires some precise timing.

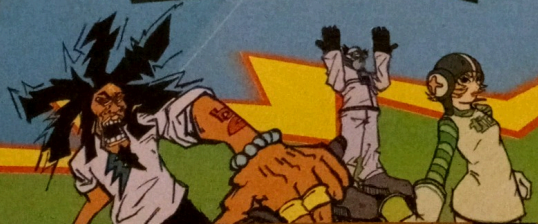


You'll have to time your Wall Rides perfectly to get to some of the higher tags.

When you land, you should be able to hit the lower small tag. Then Wall Ride to bridge the gap in the curb. If you time it right, you can hit the small tag high up on the wall in the gap.



Approach from the opposite end to reach some of the more difficult to reach tags.



Combo & Cube Walkthrough

Continue your grind. Paint the tag on the opposite side, then start wall riding before the bend in the wall. You should be able to Wall Ride twice in order to reach the last high tag. Make sure you have at least seven Spray Paint Cans in your inventory before heading off to the brick building to access the last tag of the stage.

Ride the Tracks

From inside the building, head up to the top floor and break through the windows facing the train tracks. The last tag sits on the billboard between the two tracks. Since it's an x-large one, you'll need to work fast to beat the clock here.



Beware of the train when you're finishing up this last x-large tag.

Be careful while you're painting! The train could pass your way while you're tagging, knocking you for a loop. Hit the left trigger to exit tagging mode if you see the train, then head to the middle ground. Wait out the train, and then finish up your work to complete the level.

Get JET!

Getting Jet on Bantam Street isn't necessarily a difficult thing to do—if you're already familiar with the terrain. What's most important for whichever character type you decide to use is that you plan out your moves in order to avoid meeting up with Assassin #5s too often.

Of course, your first time through Bantam Street restricts you to using Cube or Combo. They're both Technique Type Characters, so you'll have to rely on tricks to get the best possible score. Only when you complete the game and play through it again, using your final game save, can you use any of the other characters in the GGs Garage, including those more graffiti-inclined.

Graffiti Type Character Tips

Once you have access to your other characters to play through Bantam Street, you'll find that using a Graffiti Type Character on this stage makes it a whole lot easier to get Jet Ranking. Make sure to follow the walkthrough, clearing the bigger tags on the rooftops first, then moving to the playground area to finish everything up.



Graffiti Type Characters makes gaining Jet easier, but pay attention to the Power Gauge.



If you stick to this plan and make few mistakes on any of the tags, the only thing you'll have to worry about is your Power Gauge. Make sure that it's reasonably full at the end of the stage by using Health Sprays and you should get Jet even with less than 50 seconds left on the clock.

Technique Type Character Tips

Because the point requirements for Bantam Street are relatively low for getting Jet Ranking, your main enemy as a Technique Type Character is time. You'll find that the playground area is perfect for an Infinite Grind if you're consistent and quick.

You can start your grind at the far end of the low curb running along the outer wall of the playground area next

to the gas station (Point A). Build up speed by wall riding, and keep going along the curb. When you approach a gap, simply Wall Ride across to reach the next section of the curb (Point B). Repeat this for the next gap (Point C), and then keep grinding.

After you reach the section of the wall that encloses this area, you'll want to prepare for a jump. Turn to face the chain link fence surrounding the basketball courts below, and then jump straight ahead to the fence to keep grinding (Point D). Hop the gap, and build up a little speed in order to make the jump to the concrete steps surrounding the building near the wall (Point E). Jump up to avoid ending your run on the steps, and then jump back onto the low curb on the outside wall where you get the chance to begin it all over again (point F). This can happen very quickly, so you'll have to be on your toes.

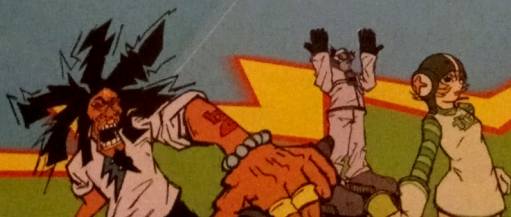
Tips for Technique Specialists



The playground curbs and walls make this a Technique Type Character wonderland.

▷ Make sure to Wall Ride to build up speed and cross some of the gaps.

▷ Get ready to jump and turn in mid-air to start your grind all over again.



Grind Square: Rock 'n' Roll Grind

Time Limit: 999 seconds

Graffiti Souls: #30, #64, #97, #98

Requirements for Completion: Spray paint 14 required tags

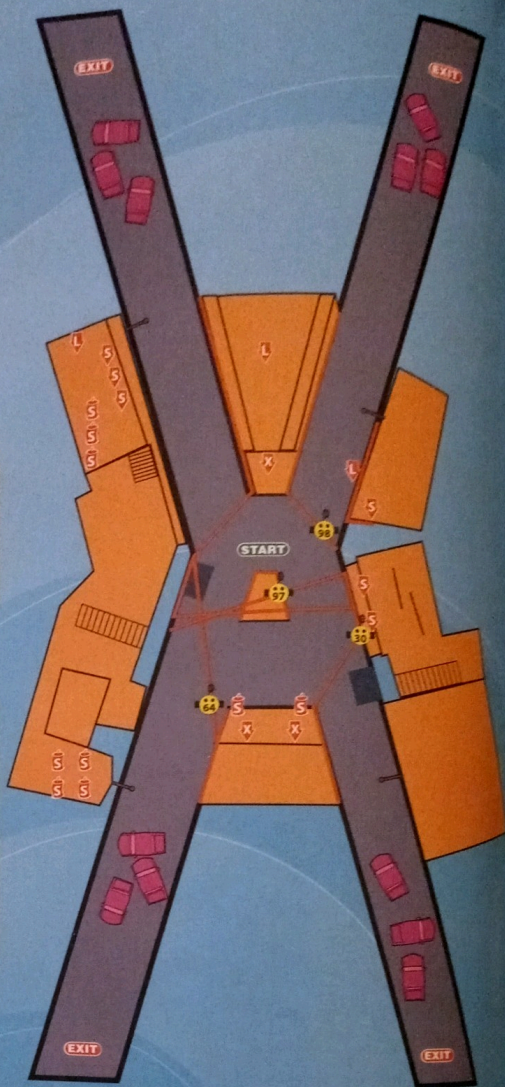
Enemies: Start = Rokkaku Henchmen; six required tags = Assassin #6; nine required tags = Golden Rhino Helicopter Squad

Tags

Size	Required	Optional
XL	3	0
L	3	0
S	8	0

Ranking Breakdown

Rank	Total Score
Jet	50,000
Nitro	39,000-49,990
Turbo	33,000-38,990
Engine	28,000-32,990
Motor	22,000-27,990
Pedal	0-21,990



Grind Square Map



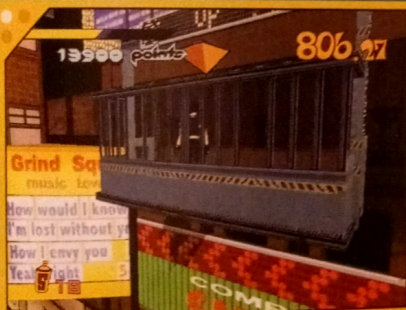
Beating the Stage

Grind Square is undoubtedly one of the toughest stages in *Jet Grind Radio*. Not only is it packed with ferocious enemies that just keep on coming, but it's also filled with mile-high rooftops that can only be accessed from street level by elevators.

During your first run-through of the game, you'll only be able to use either Combo or Cube for Grind Square. This isn't necessarily a bad thing, particularly if you're fond of using Graffiti Type Characters rather than Technique Type ones. Combo and Cube are both technique-oriented, but they have a good amount of power in their favor, as well as big pockets for holding a large number of Spray Paint Cans.

Men in Black

You'll start off the stage on street level, and if you're not careful, you'll soon discover that you aren't alone. The Rokkaku Henchmen are already on the scene, armed with long knives and some bad attitudes. There are also no Spray Paint Cans on street level and only one large tag in sight.



Head for the rooftops via this elevator.

Grind Square: Rock 'n' Roll Grind

Your only path to take at this point is to go up using one of the two elevators centrally located on either side of the street. One is positioned off the ground, while the other is set against the pavement. If you don't see it right away, you'll need to stall a little and wait for it to return to street level. Elevator doors will open whenever you approach. Grab a ride on the one touching the ground in order to get out of the way of the enemies filling the street below.



Once you have some Spray Paint Cans, return to street level and clear the large tag on a sign along the sidewalk.

Going Up (and Around)

The elevators will take you to the rooftops. They'll be your safety zones throughout the level. And up on the rooftops is where you'll want to remain for the bulk of the stage—that's where you'll find all of the Spray Paint Cans, all but one of the tags, and loads of Health Sprays.

Ride the Rails

Your first tagging objective is to clear the bigger ones out of the way before any Rokkaku reinforcements arrive. After collecting your fill of Spray Paint Cans, head for the outer rail leading up the stone steps past the giant billboard.





Ride the rail to reach the flagpole, then jump!

Build up a little speed, then grind up the railing past the steps toward the flagpole. You'll ride along the flagpole, then jump across to the center rooftop lined by neon runners. Grab a ride down on a neon red runner on either side of the center rooftop.



Hit the tags on the side of the big Golden Rhino statue while you're cruising by.

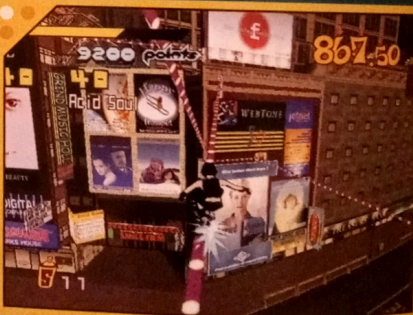
When you approach the end of the runner you're on, jump toward the runners lining the big Golden Rhino statue in the center of the street. If you land right on one

of the runners, make sure to spray the small tag on the statue's side, then jump to the far neon runner on the building right across the small gap.



You should land right in front of this large billboard.

Continue up the side of the building and land on a small platform housing two x-large tags. Mark them up, then look for another neon runner leading off the corner of the platform. Dash a little, then jump on it to ride over against a large neon sign. Then slowly skate up the center of the street. You'll notice that there's another rail running alongside you, but it's leading down. Take care to slow down a little and jump onto it.



Ride this neon runner up until you can jump onto the lower runner alongside it.



Combo & Cube Walkthrough



Ride the rail to reach the flagpole, then jump!

Build up a little speed, then grind up the railing past the steps toward the flagpole. You'll ride along the flagpole, then jump across to the center rooftop lined by neon runners. Grab a ride down on a neon red runner on either side of the center rooftop.



Hit the tags on the side of the big Golden Rhino statue while you're cruising by.

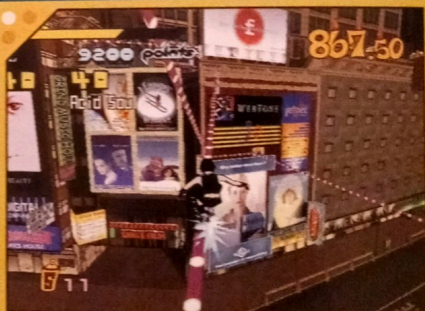
When you approach the end of the runner you're on, jump toward the runners lining the big Golden Rhino statue in the center of the street. If you land right on one

of the runners, make sure to spray the small tag on the statue's side, then jump to the far neon runner on the building right across the small gap.



You should land right in front of this large billboard.

Continue up the side of the building and land on a small platform housing two x-large tags. Mark them up, then look for another neon runner leading off the corner of the platform. Dash a little, then jump on it to ride over against a large neon sign. Then slowly skate up the center of the street. You'll notice that there's another rail running alongside you, but it's leading down. Take care to slow down a little and jump onto it.



Ride this neon runner up until you can jump onto the lower runner alongside it.



Grind Square: Rock 'n' Roll Grind

This runner will lead you to another platform directly across from the last. Spray paint the x-large tag here and jump back onto the runner leading up. This may take a little persistence, as you'll be going pretty slowly up this steep incline. Just keep jumping along the rail to get a little velocity going and you'll end up on the side rooftop once again.

Get Those Rhinos

The easy targets along the rooftops are the Golden Rhino statues along the railings of the skyscraper platforms on either side of the street. Because they're so simple to take care of, and the tags are so small, hold them for last in order to save time and effort.



Ride the flagpole again to reach the Golden Rhino statue on the center rooftop.

You'll need to use the flagpole rail once again to reach the center rooftop housing the lone Golden Rhino statue. Once you've marked it up properly, you'll only have to deal with small tags for the rest of the stage.

Shock to the System

By now, Assassin Group #6 will have arrived on the scene. These thugs can be incredible nuisances, since their main attack is to send electric shocks down some of the rails and runners. You'll be stopped dead in your tracks if one reaches you while you're grinding. Look for their locations and watch their patterns. You should only need to use some of the rails in order to reach the remaining tags.



Make a leap of faith to reach this small tag on the perimeter wall.

The hardest remaining tag to reach is located along the outer wall nearest the rooftop. It's accessible by using the elevator raised slightly above street level. You'll need to grind along the rail leading past two Golden Rhino statues and three billboards. When the rail ends, jump (look for the trail of Spray Paint Cans in mid-air) across the gap to reach the runner past the tag.

Complete the jump and you can cruise to the flagpole to reach the center rooftop. Now there are only three or four tags left on the opposite rooftop. Get there by using the runners or by taking the elevator at street level (the one set against the pavement).



Bombs Away!

Before you can end the stage, though, you'll run into a familiar enemy: missile-dropping Helicopters! If you use the different neon runners criss-crossing over the street, you can tag their windshields. This will take them out of action and earn you a few extra points.



Avoid lingering too long on the rooftops or you'll get bombed.

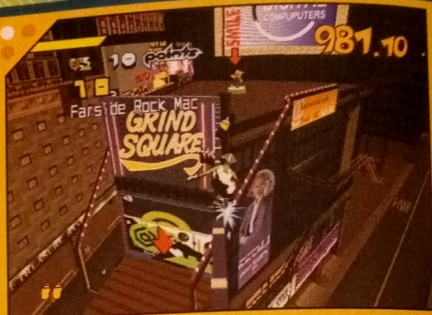
Your best defense against the Helicopters is to simply keep dashing or grinding while finishing up the tags and completing the stage as quickly as possible. Only the best skaters should stick around to try to tag these deadly choppers!

Get JET!

Grind Square can be an incredibly difficult stage to get Jet Ranking on, especially your first time through. With the hard-to-reach placement of the tags, the onslaught of tough enemies, and the ever-present danger of damaging falls from the rooftops, you'll have your hands full.

Graffiti Type Character Tips

You won't be able to use a Graffiti Type Character your first time through Grind Square, but you'll be able to cruise the streets and rooftops as the character of your choice after completing the game once.



Just keep grinding to avoid enemy attacks. Try not to make any mistakes when you're tagging.

Using a Graffiti Type Character can be difficult simply because of their significantly reduced Power Gauges. But there are a lot of big tags to complete, and if you manage to clear them all with no mistakes, keep your Power Gauge at full, and finish with at least 450 seconds left on the clock, you have a good shot at getting Jet.

Try to use the runners as much as possible to travel between tags. This will boost your trick points and keep you moving quickly. Your main objective here is speed, so familiarize yourself with the stage by trying your hand at the Jet Tech mode for it.

Technique Type Character Tips

Whether you're using a Graffiti or Technique Type Character on Grind Square, you'll definitely have your work cut out for you. The central strategy for getting Jet is to either finish the stage as quickly as possible, or to use your time wisely before any enemies arrive.

Grind Square: Rock 'n' Roll Grind

Follow the previous walkthrough and use the runners to rack up points. Drain pipes leading from the central building rooftops can also be used for more grinding points, but you'll need to jump before you reach the end to access the neon runner above. This will keep you moving for a jump across to the Golden Rhino statue runners in the middle of the street and then on to the far runners on the opposite side.

Extended grind areas are hard to find and even harder to master in Grind Square. Make sure to have a full Power Gauge when you clear the stage and you should be able to get Jet.

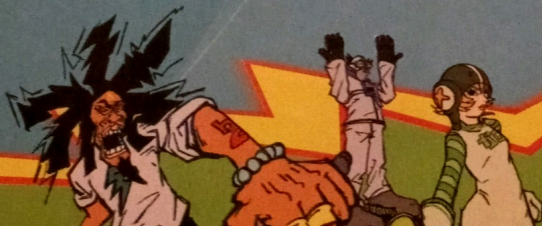
Skating Around the Statue!



Jump up from the drains to the runners above and leap over to the Golden Rhino statue.



You can continue your grind by jumping from the statue to the next runner across the gap.

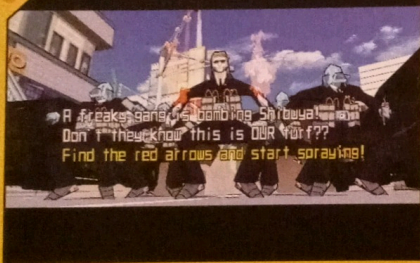


EXPLOSION!

Once you complete Chapter 2: Combo & Cube, you find that Captain Onishima and his police troops have evacuated the streets of Tokyo-to. This gives way to a new breed of omnipotent, deadlier enemies: the faceless thugs of Rokkaku Corporation. Prepare for a tough battle over the final five stages of Jet Grind Radio!

Shibuya-cho: Explosion!

After you clear Grind City, Combo tells you that he had no choice but to head to Tokyo-to and track down the GGs for help against the Golden Rhinos. Unfortunately, it seems that the Golden Rhinos are looking for you as well. The evil Rokkaku Group has taken over the city, chasing off and terrorizing any unlucky civilians who happen to wander onto the streets.



The Rokkaku Group is even more dangerous than Onishima.

Professor K informs you that the Golden Rhinos work for a man called Goji Rokkaku, whose grand plan is to revitalize Tokyo-to under his iron rule. All the recent rival kidnappings indicate that he's attempting to track down the Devil's Contract, an infernal record rumored to grant its owner the terrible power to summon demons!



You can only access Explosion! after you've completed the two Grind City stages: Bantam Street and Grind Square. Chapter 3: Golden Rhino will then begin and three new stages will open up on the stage select map represented by Golden Rhino icons.



Now the GGs are the only remaining group of taggers who can take on the Golden Rhinos. Only they can demonstrate that the Rudies rule the streets of Tokyo-to, not some sinister conglomerate. Shibuya-cho is one of the sections of town that has been overrun by the mysterious Rokkaku men in black suits. Captain Onishima and his police officers are too chicken to stop what's really going on, so now it's up to you.

The Essentials

Time Limit: 999 seconds

Requirements for Completion:
Spray paint 23 required tags

Enemies: Start = Rokkaku Henchmen, bombs; 10 required tags = Bomb Patrol

Tags

Size	Required	Optional
XL	3	3
L	8	2
S	12	17

Ranking Breakdown

Rank	Total Score
Jet	70,000+
Nitro	60,000-69,990
Turbo	55,000-59,990
Engine	50,000-54,990
Motor	45,000-49,990
Pedal	0-44,990

Shibuya-cho: Explosion!



Explosion! Map



Beat the Stage

Entering your first encounter with Goji Rokkaku's Golden Rhinos, you should know that the next three stages in each of the different Tokyo-to city areas are massive. In fact, each specific stage links together the sections of town covered in the previous stages.

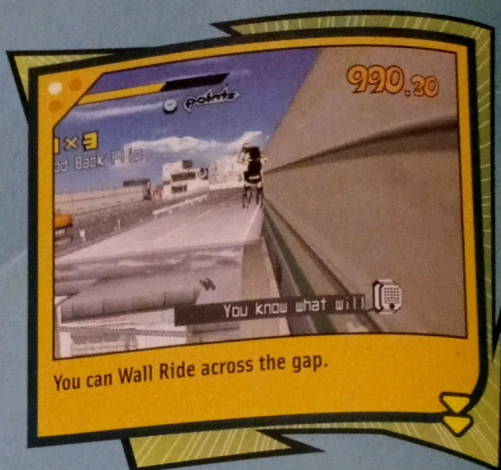
In other words, not only will you have to deal with newer, tougher enemies, but you'll also have a lot of ground to cover. Don't expect to beat each of the Golden Rhino stages in one try. You'll have to make a few tries at each to familiarize yourself with where each tag is located while learning your new enemies' attack patterns.

Off the Beaten Path

Explosion! starts off on the overpass above the half-pipe area of Shibuya-cho.



There are loads of small optional tags lining the walls of the half-pipe—perfect for grabbing some quick points.



Park Street

You'll next find yourself on the busy street at the center of Shibuya-cho. Your first objective is to gather as many Spray Paint Cans as possible. Go straight to the pedestrian bridge and grab all the cans you can carry at the top of the steps.



Be careful! Several Rokkaku Henchmen are guarding a set of Golden Rhino statues on the pedestrian bridges. They'll fire at you if you're not moving fast enough.

You begin right beside one of the three areas of Shibuya-cho that's called Park Street. To your immediate right is the southern end of the half-pipe—the bus terminal area. At the north end is Center Street. Remember each of these parts of the Shibuya-cho district from previous stages? You can now access them all from the half-pipe. But for the sake of time and tag management, head straight to the other side of the overpass across the big gap.



Go Large and X-Large

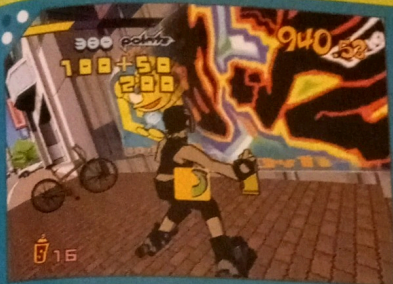
Finish up as many x-large and large tags as you can before any enemies show up on the scene. Take care of the street level tags first, as you have no safety area when marking them up. Underneath the destroyed overpass, paint the two larger tags on either side of the road. Make sure to avoid the ticking time bombs placed near the tag sites along the sides of the street—you'll take lots of damage if they blow up when you're nearby.

Shibuya-cho: Explosion!



If you can't hear the bombs ticking, pause the game and turn down the BGM volume. Dial it down halfway and you should be able to better hear these deadly devices.

Ka-BOOM!



Get these tags out of the way first.



Listen for the ticking time bombs around larger tag areas. Jump out of the way before they go off.

Return to the area and tag away only after the closest bomb has detonated. Clear the two tags on either side of the street on your way back to the park area. Make sure to stock up on more Spray Paint Cans before starting to tag around the park.

Tagging Rhinos

Hit as many optional tags as possible while you're taking care of the required ones. Most of the tags in the park area are small, so you should be able to spray them while moving. Your last objective will be to clear the two required small tags on the Golden Rhino statues sitting on the pedestrian bridges. Grind past them while you're spraying or you'll be a sitting duck for a machine gun attack from the Rokkaku Henchmen standing guard.



Golden Rhinos Walkthrough



Tag those Golden Rhinos!

Many of the required small tags on this stage can be found on these strange looking Golden Rhino statues. Always be on the lookout for them, as they're usually perched in hard to reach places like the pedestrian bridges or high atop platforms.



Clear these x-large tags on top of the overpass for some high scores.

Bus Terminal

Head directly for the three buses parked in the bus terminal. Each has a large tag on its side. Make sure to hit these quickly, before the enemy arrives.



Mark up the buses first.



Be careful when grinding the long side rail and approaching the bus tags. Rokkaku has planted bombs in both places that will explode if you linger too long nearby.

Skate up the slide in the park and up onto the overpass above when you're finished with the two pedestrian bridge tags. Paint the x-large tags on either side of the road for big points, then speed back down to the half-pipe area. Your next objective is to tag up the bus terminal at the far southern end of the map.



After you clear the last large tag on the side of the buses, you'll have completed your tenth required tag. Meaning that you're about to meet up with the Bomb Patrol and its maniacal General!

Quickly paint the small tags on the set of cars lining the streets, then scramble up to the billboard platforms above the sidewalk. You'll be safe from the Bomb Patrol here, but only if you get up on the platforms. Make sure

Shibuya cho: Explosion!

you've gathered enough Spray Paint Cans to mark up the remaining tags on the billboards and the Golden Rhino statues. Also collect a few Health Sprays if you've taken any damage.

Speed back to the half-pipe when you've restocked your inventory. Take the easy way from the bus terminal to Park Street by using the underpass shortcut as detailed in the sidebar "Life in the Fast Lane." But be careful to avoid attack from the enemy Helicopter lurking above the shortcut route.

Life in the Fast Lane



Head right through the backdrop under the overpass.



This sparsely populated section of Shibuya is your next destination.



You'll end up back at the intersection on Park Street with some extra time to spare.

Bombs Away!

You'll find it's difficult to evade enemies after they arrive on the scene. While the normal Bomb Patrol is fairly easy to outrun, don't let them get too close. What may seem like safe margins for error often aren't, as these nasty characters can dive at you. Since they'll explode if they can get a paw on you, this is something to avoid. This attack causes more damage than normal enemies and can quickly deplete your Power Gauge.

Some of your pursuers can be deflected if you tag the Bomb Patrol General's back when he's turned away from you. Get him when you enter Center Street, as he'll dog your every move otherwise. This makes it incredibly difficult to complete some of the more complex tags during the stage.



Dodge the Bomb Patrol's attacks and tag the General for some much-needed escape time.



Center Street

Once you return to the half-pipe, head over to Center Street. Go directly down the steep grade when you get there and then turn slightly to the right. Race down the street, but be careful not to skate right into a Rokkaku roadblock! Avoid them by grinding along the side railings. Collect loads of Spray Paint Cans along this route and clear some of the small tags lining the storefronts at the same time.



Hit all the smaller tags while you're grinding.

There are a handful of large and x-large tags in this section of Shibuya-cho. All can be very difficult to clear with the Bomb Patrol on your tail. Learn to shake them or to have them chase you for a little while before you

approach the tags. They will often stop for a while after getting winded, giving you some extra time to spray paint.

Always remain aware of the safety zone's location if you get into trouble. The only safety zone to be found on this level sits on top of the theater marquee at the bottom intersection of the area. You can even tag up the two Golden Rhino statues perched atop the marquee while you're escaping.



Hop onto the marquee from the railing for a breather.

You'll complete the stage easily if you can shake the enemy off your trail and clear the tags in the area. This is tough, but keep trying until you learn the route. If you stick to a pattern and clear the dangerously placed larger tags first, you should have few problems.

Get JET!

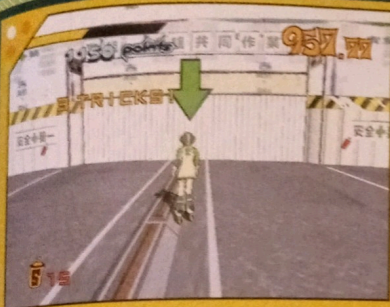
It's hard enough simply clearing this stage, let alone getting Jet Ranking. But don't despair, it's not as difficult as it might seem at first. There are loads of optional tags hanging around, and you have your pick of different trick areas. You'll need to master the level basics detailed above before even trying for Jet, though.

TIP

Lure the Bomb Patrol away from the larger tags on the center streets. They'll need to catch their breath occasionally, giving you some quality spray painting time.

Graffiti Type Character Tips

With 17 optional small tags, two optional large tags, and three optional x-large tags, you should have no problem getting Jet Ranking in Explosion! if you use a Graffiti Type Character like Gum or Piranha. The real difficulty lies in not only hitting all the different required tags, but finding the time to mark up the optional ones as well.



Complete these optional x-large tags for big points.

Follow the walkthrough outlined previously and be sure to clear all of the optional tags. The most important tags are the x-large ones. Fortunately, all of these are centrally located on the overpass in the Park Street area. Spray paint all three of them for an easy 15,000+ points.

Mark all of the small tags lining the half-pipe and you'll add another 2,500 points. Complete all of the optional tags on the stage and you're a shoo-in to get Jet.

Technique Type Character Tips

Using a technique specialist like Tab or Cube on this stage puts the emphasis on tricks, as it's impossible to get enough points by completing all the graffiti alone. Because this stage encompasses three different areas, you have your pick of where you want to seek out the Infinite Grind. Your best bet, however, is to use the pedestrian bridge and railing along the perimeter of the bus terminal.

Shibuya-cho: Explosion!



Need some trick points? Look no further than the bus terminal Infinite Grind!

If you follow the walkthrough, you may want to avoid spraying up the three large tags on the sides of the parked buses and opt to simply perform tricks for a set amount of time. This way, you can avoid dealing with the Bomb Patrol until you've snatched up enough points to guarantee Jet Ranking.

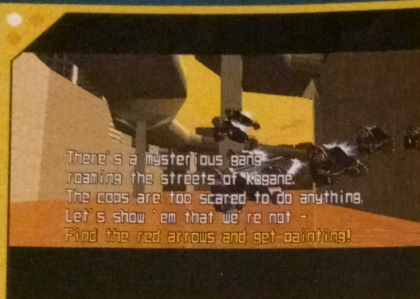
note

Refer to the map for the bus terminal area to find the Infinite Grind loop on Explosion! If you need more detailed directions, flip back to the Get JET! part of the Shibuya GG walkthrough, earlier in the book.

Kogane-cho: Fight Or Flight!

Like Shibuya-cho, Kogane-cho has been suddenly taken over by a strange group of black-garbed goons who are armed to the teeth and wearing strange flying contraptions on their backs. Even Captain Onishima won't come near the area controlled by these cruel gangsters.

The responsibility for cleaning up this section of the city lands on the GGs' backs. You must mark up all of Kogane-cho to take the city back from the thugs threatening to claim it for themselves.



It's time to face an air raid from the Golden Rhinos.

The Essentials

Time Limit: 999 seconds

Requirements for Completion: Spray paint 24 required tags

Enemies: Start = Rokkaku Henchmen, Rokkaku Snipers; eight required tags = Jet Pack Patrol, Jet Pack General

Tags

Size	Required	Optional
XL	2	4
L	5	11
S	17	44

Ranking Breakdown

Rank	Total Score
Jet	62,000+
Nitro	55,000-61,990
Turbo	52,000-54,990
Engine	48,000-51,990
Motor	45,000-47,990
Pedal	0-44,990

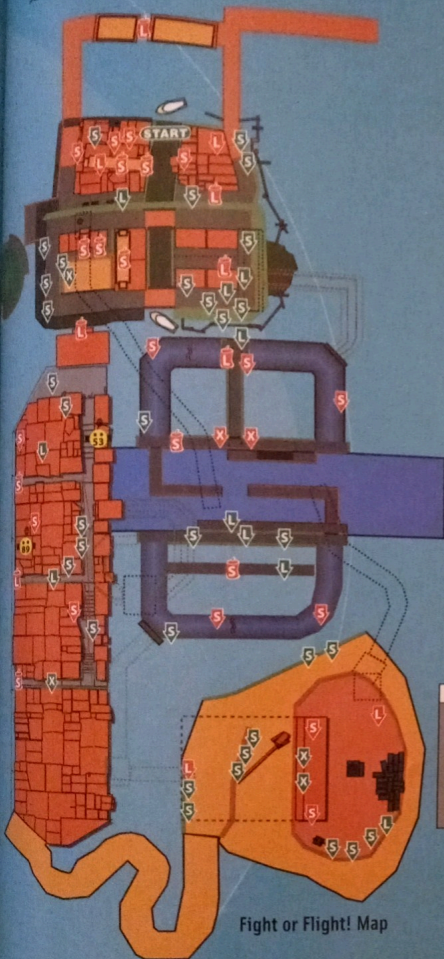
note

You can access Fight or Flight! only after completing the Grind City stages in Chapter 2: Combo & Cube.



Beat the Stage

This last stage in Kogane-cho is the toughest level in the game. Not only are there four sections of an already massive map to cover, but you'll have to clear them under a time limit and the duress of the Jet Pack Patrol, a flying troop of pistol-packing enemies. There's practically no safe hiding zone on the stage once they appear.



Fight or Flight! Map

Kogane-cho: Fight or Flight!

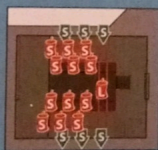
Add to this the fact that there are already tough Rokkaku Snipers lying in wait for you even before the fly-bugs show up and you have a level rife with obstacles and pitfalls. Good luck.

New Enemies and Flying Foes

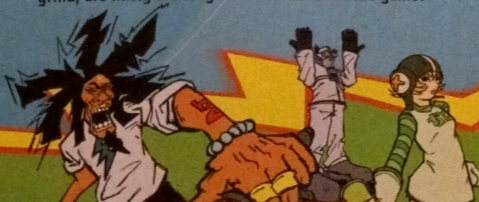
From the very beginning of this stage, watch out for the infrared scouting beams of some very well perched Rokkaku Snipers. They're spread all over this stage, and once they have their sights set on you, you'll notice a red beam tracking your movements. Pay attention to the exclamation point above your head. If it starts to pulsate, a shot is about to be fired at you.

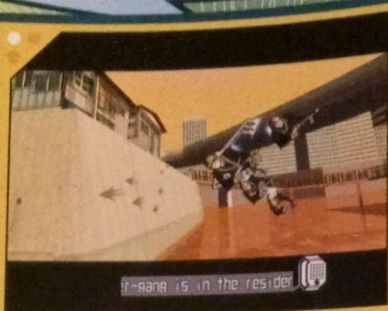


The best way to avoid taking a bullet is to keep moving. Jump every now and then, grind a rail, or simply dash around in an irregular pattern. Many of the snipers are sneaking around the rooftops in some of the areas, while others are simply standing guard near the rest of the Rokkaku Henchmen. If you skate right into them, they'll take off and never return.



Unfortunately, these snipers are just the beginning of your headaches on this stage. After you complete eight required tags, you'll be joined by the Jet Patrol. These flying enemies, all led by a maniacal leader with an axe to grind, are likely the toughest adversaries in the game.





Look out for the Jet Patrol General leading his gang around Kogane-cho.

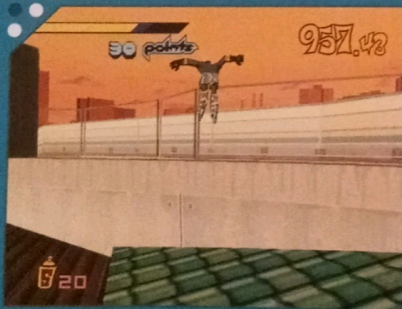
Since the Jet Patrol can fly around at will, you won't be safe even if you retreat to higher ground. In fact, the rooftops are a horrible place to try to go when it's hot on your trail. Not only are you at risk of falling off the roofs, but you're also at the mercy of this airborne militia.

Pay close attention to how many tags you complete. Study how to reach each section of the massive Kogane-cho map. There are only a small handful of safety zones to escape to, but if you manage your time right, you may not need them at all.

Lay of the Land

You'll begin the stage on the red rooftops of a residential part of Kogane-cho. There are four different sections of this stage, all connected by various passages and short-cuts that aren't easy to identify right off the bat. At the very top of the slope of rooftops, you'll find a long, winding corridor leading to the factory ruins area. You can also access the sewers by dropping off the rooftops into a small alley running lengthwise down the area. From here, hop through a set of double doors located in front of a blue storefront.

Accessing the Factory and the Sewers



Skate up to the top of the area to reach the factory ruins entrance.



Look for the double doors on this building to reach the sewers.



Be aware that there's yet another well-hidden path that leads to the residential area. Travel down the long slope of the rooftops from the starting point until you reach the edge. Jump down to the pavement and crash through the building front that runs along the opposite wall. You'll drop into a small abandoned factory. Continue on and break through the far wall. If you have enough speed, you'll land right in the middle of the upper section of the residential district.

Use these connecting paths well. Remember that this is the only quick way to access these four different areas right from the starting point.

Shortcut Central

A handful of shortcuts have been cleverly hidden in various other sections of the stage, as well. An open manhole is in the area near the front end of the upper part of the map. Drop straight down the manhole and you'll glide through a long pipe to land in the sewers.

Need to access the residential district quick?
Smash down some walls!

Another way to easily enter the sewers is to use the open manhole just outside the factory, located along the inside wall. After entering this manhole, you'll travel down a large metal duct and land on one of the walkways in the sewers. Use these shortcuts if you need to get away from the enemies quickly. Both tunnels are literally Rokkaku-proof.

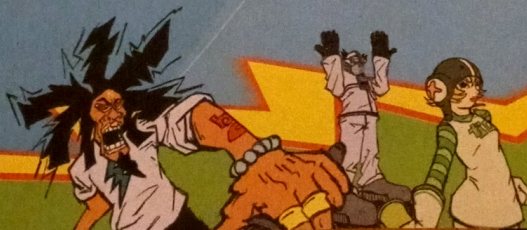
Going Underground



Manhole #1 is found in the upper vicinity of the residential district.



The factory ruins is home to manhole #2.





TIP

Grab some extra trick points by accelerating through the short-cut passages and performing Air Tricks or Wall Rides.

Factory Ruins

Skate to the top of the rooftops from the starting point and use the dirt corridor to reach the entrance to the factory ruins. There are a number of optional tags in this area, including a few found inside the factory itself. Make sure to grab as many Spray Paint Cans as you can carry by grinding the tops of the outer walls surrounding the factory. Make sure you have at least 14 Spray Paint Cans in your possession before heading down. Enter the factory itself when you reach the bottom. Take a little time to mark up the small optional tags along the walls when you get inside.

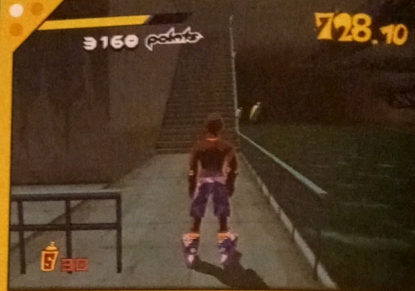


Take this tunnel to get to the sewers.

Next, venture through the small tunnel leading through the lower wall. It can be found on the far side of the shallow half-pipe across from the factory entrance. Travel down this passage a short way to reach the underground sewers.

Underground Sewers

Slow down as soon as you reach the sewers! There are Rokkaku Henchmen and Snipers positioned at both ends of the walkway facing the open water on either side. Your goal here is to sneak past them until you reach the gap in the bridge. Take a plunge into the water when you get to this spot.



Drop into the water to evade the Rokkaku goons.

You'll emerge at the landing on the opposite side with only a slight amount of damage done to your Power Gauge. Quickly climb the steps (*don't* grind up the banister!) and sneak behind the row of Rokkaku Henchmen at the top of the stairs. Skate for the center of the large stone wall and you'll find two x-large tags waiting for you.



Residential District

The long tunnel ends at the foot of the residential district. Climb the steps when you get here. Evade the sniper who will shoot at you from above and mark up the two optional tags on the wall near the top of the staircase.

Sneak around the Rokkaku Henchmen to buy some time with these x-large tags.

If you managed to get to the tags undetected, you should have all the time in the world to finish them up before moving on. Once both have been completed, race for the big tunnel along the wall that runs back to the exit leading to the residential district. It doesn't matter if the Rokkaku Henchmen see you at this point, as you'll just be tearing by them at full speed.

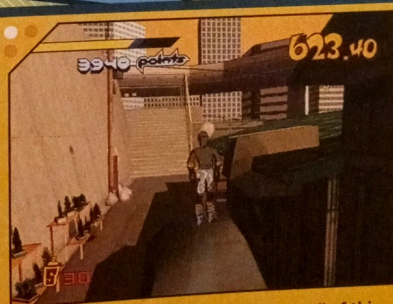


Turn around once you climb the stairs, then Wall Ride and Air Trick to the opposite sidewalk.

Next, dash and Wall Ride across the gap over the staircase. You'll land on the opposite sidewalk in the second section of the district. Use the car nearby to reach the rooftops and start marking up the tags scattered across the surface.



Head for the exit at the back of the nearby tunnel.

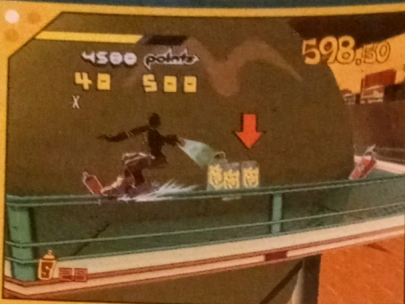


Reach the rooftops with the "assistance" of this covered car.



Golden Rhinos Walkthrough

If you need extra Spray Paint Cans, you can always run through the upper section of town and grind along the railings on the open edge facing the rooftops. Spend a little time here if you want and hit all the optional tags littering the walls of the upper residential district.



Don't forget the tag hidden at the back of the water tower.

Be sure to look on the far side of the water tower for a required small tag. You can reach it by either jumping from the staircase railing or by leaping over the watery gap from the hole in the fence facing the water tower. Some Spray Paint Cans line the water tower catwalk as well.



Look for Graffiti Soul #22 in the upper section of the residential district.

Your goal now is to clear the required tags on the second group of rooftops in this section. Be prepared to do it in a hurry! The minute you clear the eight required tags, the flying Jet Patrol "cavalry" will arrive.

Finish up the required tags as fast as you can skate and spray. Take care to spray paint the Golden Rhino statue along the sidewalk facing the water on your way out. Now it's time to head back to the underground sewers.



Hit the Golden Rhino tag on your way to the exit.



Underground Sewers Revisited

Use either the manhole shortcut located in the upper section of the residential district or the long tunnel to return to the sewers. If you cleared the two x-large tags here on your previous visit, you'll only have to worry about the small tags lining the tunnel walls.

The Jet Pack Patrol will be hot on your trail, at this point, so keep moving while you're tagging. Don't forget the small tag located on the Golden Rhino statue hidden in the room below one of the walkways. If you can sustain the damage you'll take by doing so, jump into the water to access the lower room more quickly.



Don't miss this well-hidden Golden Rhino tag!

Once you've finished up the remaining tags in the sewers, escape via the tunnel exit leading to the factory ruins.

Return to the Factory Ruins

Quickly pass through the factory ruins and finish up the required tags left over from your previous tour. There should be two small tags on the roof of the factory itself, as well as one large tag on the inner wall near the manhole shortcut, and another along the upper wall.

Spray the large tag on the upper wall last as you make a dash to the dirt corridor. This path will lead you right back to the starting area of the stage: the rooftops.

Kogane-cho: Fight or Flight!



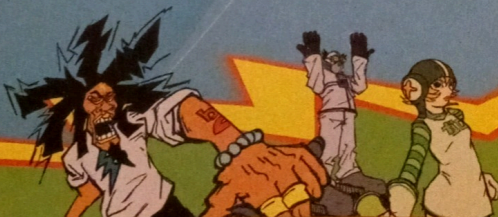
Head back the way you originally came.

The Rooftops Starting Point

Move quickly once you get to the rooftops. You'll need to be quick on your skates to evade the Jet Pack Patrol and to beat the time limit. Move down the large section of rooftops while collecting Spray Paint Cans. All of the tags on the rooftops are small ones, so it shouldn't be too difficult to hit them all while you're cruising down the slope.



Pay attention to the path ahead to avoid falling through the gaps in the rooftops!



Golden Rhinos Walkthrough

Spray up the tags on the far rooftops as well before heading to the Golden Rhino statue located at ground level on the far end of the area. You can use the cable lines here to move up and down the rooftops more quickly.



Tag this statue and you're done with Kogane-cho.

Once you've finished off all the rooftop tags, your last objective is to paint the large tag on the Golden Rhino statue on the sidewalk. Lure the Jet Pack Patrol away from this area by dashing up and down the nearby alley, then return to the statue and finish off the level once and for all.

Get JET!

Not only is this stage huge, but the enemies are particularly brutal. These factors make it hard to even think of concentrating on Jet Ranking. But it can still be done, as there are plenty of rails to grind and loads of optional tags to mark up.

Graffiti Type Character Tips

If you decide to play as a Graffiti Type Character such as Gum or Piranha, your main objective (aside from merely finishing the stage) will be to spray paint as many optional tags as is humanly possible. There are so many that you'll want to complete them early to avoid being hassled by the Jet Pack Patrol.

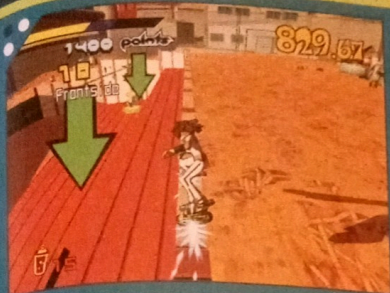
The residential district has an x-large optional tag and several smaller ones in the upper section. Load up on spray paint before you zip through, though, and take care to avoid sustaining too much damage from the Rokkaku Henchmen patrolling the walkways. There are two x-large optional tags on the factory rooftop. This is a great place to score big points if you have enough cans to do the job.



These two x-large tags are essential to getting Jet as a Graffiti Type Character.

Getting Jet as a Graffiti Type Character depends solely on how well you spend your time and how quickly you make it through each section. Manage the clock wisely by attacking the optional tags early and in an order that will help you move quickly from area to area.

Grinding Those Points Away



The factory ruins grind area.



This is where to grind up some points in the sewers.

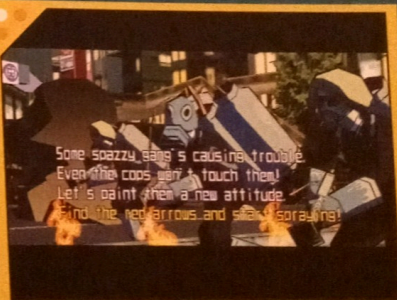
Technique Type Character Tips

Getting Jet as a Technique Type Character like Tab isn't as difficult as it is time-consuming. You can choose either the Infinite Grind in the factory ruins or the one in the underground sewers. Make sure that you won't have the Jet Pack Patrol bothering you during your run.

Hit these spots early on in the stage. That way, you'll rack up points before you start completing the stage objectives and any additional trick or graffiti points will simply be icing on the cake. It's tough to do this under the time constraints, but it shouldn't be too difficult to pull off once you learn the stage layout.

Benten-cho:
Benten Burning

Well-dressed Rokkaku thugs have also driven both civilians and the police from the streets of Benten-cho. Armed with flame throwers and some serious attitude, these villains will give the GGs everything they can handle.



These guys are packing "heat" in the most literal sense of the word.



Golden Rhinos Walkthrough

note

To access Benten Burning, you must first complete the two Grind City stages using Cube and Combo. Benten Burning will then appear on the stage select map as a Gold Rhino.

The Essentials

Time Limit: 999 seconds

Graffiti Souls: #26, #27

Requirements for Completion: Spray paint
19 required tags

Enemies: Start = Rokkaku Henchmen, Rokkaku Assassin #1; 10 required tags = Flame Thrower Patrol, Flame Thrower General

Tags

Size	Required	Optional
	4	2
XL	4	2
L	11	4
S		

Ranking Breakdown

Rank	Total Score
Jet	50,000*
Nitro	44,000-49,990
Turbo	42,000-43,990
Engine	39,000-41,990
Motor	36,000-38,990
Pedal	0-35,990

Benten Burning Map



Best the Stage

Welcome to yet another massive stage filled to bursting with dangerous foes and lifesaving shortcuts. You'll have to cover a lot of ground under a merciless time limit, but the real enemy in Benten Burning will be a shortage of these invaluable Spray Paint Cans.

With a large number of tags to complete, you must memorize where you can access these scarce cans. Think about using a character like Cube, Combo, or Garam since each can carry a considerable number of Spray Paint Cans and are able to withstand a good amount of damage.

Golden Rhino 101

Benten Burning is the last of the regular Golden Rhino stages in *Jet Grind Radio* and this means that you'll be dodging plenty of enemies coming at you from all directions. You'll have to deal with machine gun-wielding Rokkaku Henchmen, but you've dealt with their kind before. If they give chase after spotting you, simply keep dashing or grinding to avoid their gunfire.

Assassin #1 is another formidable foe. These big bruisers watch over many of the tags throughout Benten-cho. Their kicks and punches are very damaging and are powerful enough to knock you far from where you were standing when you were hit. Thankfully, there is a way to get past them.



Assassin #1 may be strong, but he's not very alert.

Benten-cho: Benten Burning

After you clear your tenth required tag, yet another fleet of enemies will join you: the Flame Thrower Patrol. Keep a considerable distance from these foes and their fiery weapons. If you get hit, not only will you sustain a good amount of damage, but you'll remain on fire for a short amount of time. This can mean the difference between finishing the stage with a full Power Gauge or seeing a premature Game Over screen.

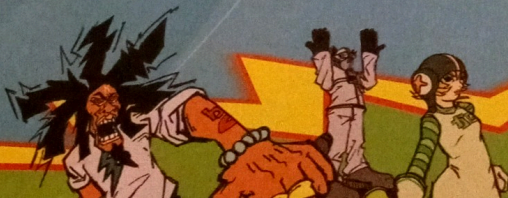


You can often lure the Flame Thrower Patrol away from areas where you want to start tagging. Just make sure to keep your distance once you've caught their attention.

Watch your back once they arrive on the scene. Try to tag the Flame Thrower General on the back to keep him off your tail. And it's always the best idea to stay out of the Flame Thrower Patrol's range by heading for high ground whenever possible.

Know the District

There are five areas to the map in Benten Burning: Main Street, the train tracks, Park Square, the pedestrian bridges, and Benten Tower. That's a lot of ground to cover, and not all of them have Spray Paint Cans in them, either.



Golden Rhinos Walkthrough



Head through this barrier to reach a corridor leading to Park Square.

From the starting point on Main Street, you can access three of the surrounding areas: the pedestrian bridge area, the train tracks, and Park Square. You can get to Park Square by traveling through a small walled-in corridor at the end of the street. You should remember how to access it from finishing Graffiti High (for more detailed information, see the walkthrough of this section earlier in the book).

To the side of the street, you'll find a bridge running over the train tracks leading to the pedestrian bridges. The train tracks vicinity is a guaranteed safety zone with a plethora of Health Sprays and only one x-large optional tag to mark up.

The pedestrian bridge area is loaded with tags. Many can be difficult to access if you don't know where they are. You'll find most of them on Golden Rhino statues situated on the small landings on the upper walkways. There are no Spray Paint Cans in this district, so make sure you're loaded down before tackling them.



Getting to Benten Tower is easy if you use this opening.

Use the train tracks to access the Benten Tower district. It's located through a doorway opposite the green-gated entrance to Park Square. There are a handful of spots around Benten Tower where you can collect some spray paint, but you'll have to clear quite a few large and x-large tags as well. This district is a perfect place to dodge the enemy, as the rooftops are out of flame thrower and machine gun range.

Sneak & Tag

From the starting point, grind the rails on either side of the street to collect as many Spray Paint Cans as possible. Once you've done this, shake the Rokkaku Henchmen off your back by either escaping to one of the safety zones or simply outrunning them.



Get this tag out of the way by sneaking up to it from the side.

Head for the far end of the street flanked by buildings and large size tags. This will be your first meeting with Assassin #1. You'll first spot him at a distance, standing watch over the x-large required tag on the far storefront window. Don't attract his attention! Sneak up to the tag from the side and he won't even spot you!

Finish the x-large tag without the big lug noticing you, then quickly complete the optional large tag directly across from it on the thin strip of wall. He'll see you at this point, but he's still pretty slow to react. If you're quick enough, you'll be able to finish the tag before making a getaway. There are plenty of Health Sprays lining the guard rails along this circular backroad, so grab them if you need to.

Gimme Cans!

This is the main area in which to collect Spray Paint Cans. Tons of them are lined up on the guard rails on either side of Main Street. Be sure to stock up here—while you can.

Don't rely on finding cans elsewhere in the stage. Aside from those located in the Benten Tower area, this level is pretty dry. It's smart to always know how to return to this Main Street location when you're running low on paint. Since the cans regenerate over time, you can simply revisit this spot from time to time.

Main Street

After clearing the x-large tag at the end of Main Street and collecting all the Spray Paint Cans you can carry, skate over to the side of the street. Locate the blue arrows pointing to three different pedestrian bridges. Take any of them and ride over to the pedestrian bridge area of the map.

Pedestrian Bridge Area

This section of Benten Burning is one of the toughest to navigate. With so many tags hidden in hard to reach places, you'll have your hands full if you don't know where to look.



Head directly for this tag and sneak by Assassin #1.

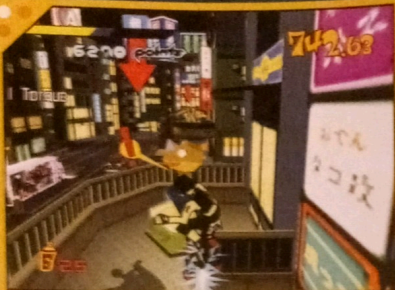
First, complete the x-large tag located on the wall across from the intersection where you first entered the area. You'll discover that there's yet another Assassin #1 standing watch over it. Approach the tag from the side (he won't see you if you're sneaky enough) and start spraying.



You may be interrupted during your go at the x-large tag if you're standing too near to Assassin #1. Take your knocks, as it's easier to replenish your health afterwards than to outrun Assassin #1 if he spots you.



Golden Rhinos Walkthrough



Glide by each Golden Rhino statue and quickly mark the small tags.

Locate the upper landings that contain Golden Rhino statues and start spraying them. Most of them are small tags you can hit on the run, but two are large. In these cases, you'll have to lure away any Assassin #1 guarding them for long enough to complete the tags. This isn't too

TIP

If you care to try for the optional tag at the top of the glassed-in walkway above the pedestrian bridges, grind up to the highest landing and jump to the high air duct. Leap to the top of the glass walkway and wait for the crane-operated wooden transport to arrive. Ride it to the other side and dash a little to build up speed in order to clear the jump to the glass walkway. You'll find the large optional tag along the far wall.

difficult, as Assassin #1 is one slow wannabe killer. He also gets confused easily, so if you stay out of his range long enough, he'll forget where you are and return to his post.



Find the opening to the tunnel along the street.

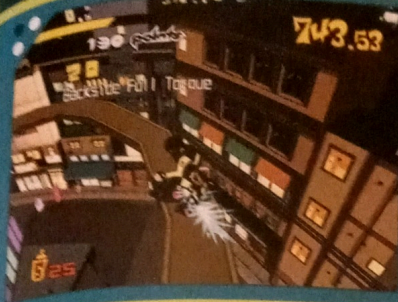
Move on to the Benten Tower area when you've cleared this section of tags. You can access this area via a shortcut found on the other end of a tunnel at street level. You'll find the entrance to this tunnel along the sidewalk opposite the bridges leading to Main Street.

Benten Tower District

More Spray Paint Cans can be found in the Benten Tower district. They're located in three different areas that can be difficult to spot at first glance.

Several are located behind a parked minivan near one of the street level ramps leading to the rooftops. You can also grab a handful of cans while sliding down the water duct leading off the top of Benten Tower. This is also a good way to access the small tag on the Golden Rhino statue located on top of the fenced-in rooftop.

Can Collecting



Grind down the water duct off the Benten Tower to find more cans.

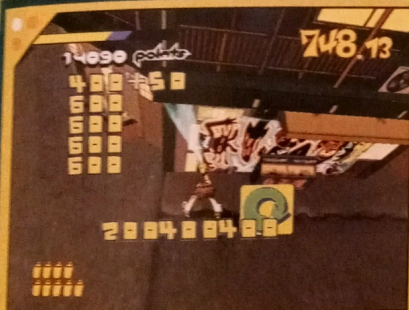


Snag even more Spray Paint Cans from this rooftop.

The third area where you can collect more Spray Paint Cans is the rooftop. They can be found against the outer wall at the top of the two intersecting air duct ramps. They can be hard to reach if you're skating fast on the air ducts, but you can always opt to get to them by jumping across to the platform where they're located.

Once you're fully stocked with paint, find the x-large tag at street level. It's guarded by another Assassin #1, so take care to sneak around him before you start spraying. When it's completed, mark up the large tag directly across the street.

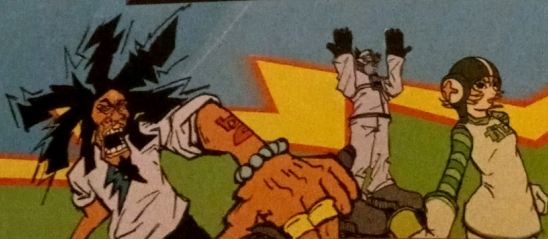
If you've followed the walkthrough to the letter, the Flame Thrower Patrol will now arrive on the scene. But since you're all done with street level tags at this point, you can escape their wrath by scrambling to the rooftops for safety.



Locate the x-large tag without attracting the attention of Assassin #1 and the Henchmen.

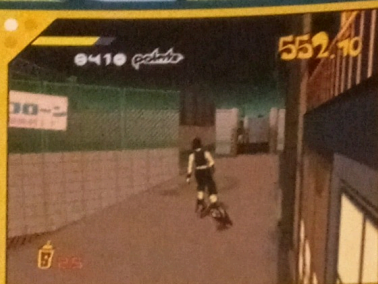


There are a few optional tags in this area that are easy to clear if you have the paint and time to do so.



Golden Rhino Walkthrough

The remaining required tags are located above street level on five different Golden Rhino statues. Since you don't have to worry about the enemy reaching you up on the rooftops, you can simply skate around and tag all the graffiti spots at your leisure—just don't fall!



Find the easy shortcut to Park Square in the corner of this back wall.

Once you've cleared all the required tags in the Bente Tower district, it's time to move onto the last area: Park Square. It's easy to access it from roof level. Simply skate to the dead end street area on the map (the section with the x-large optional tag and parked truck). There's an opening here leading to the train tracks.

Upon exiting the Bente Tower area, head directly across the train tracks and through the green gate to Park Square.



Watch out for the passing train!
It will run you over if you linger
on the tracks too long.

Park Square Area

This area should be a breeze—if you have enough Spray Paint Cans in your possession! If you've run out, grab some more by heading back to Main Street. Break through the billboard above the parked truck to get there.



If you need some extra points, spray up the optional tags on the billboards.

A number of optional tags are located on the billboards lining the perimeter of the Park Square area. If you'd like a few extra graffiti points and have a few cans to spare, paint them up.

Your goal is to stay above street level. If you do fall to the pavement, start grinding or dashing immediately. Don't let up! The Flame Thrower Patrol is cruising the area and will stop at nothing to halt your progress. Avoid them by climbing either the stone ramp or the truck bed to reach the rails leading to the circular upper platform in the center of the park.



You can now enter the subway tunnel running beneath Park Square and the pedestrian bridges. This is a good place to perform long grinds and Wall Rides.

There are two tags located on high billboards on either side of the circular platform. Tag them both and be sure to avoid falling down during the process. When you've marked up both of them, aim to tag the remaining two graffiti spots located on the Golden Rhinos down below. You can easily spray each one while you're grinding.



This Golden Rhino is just begging for a tag.

Once these last two tags have been completed, you're ready to move on to the next stage: Behind the Mask.

ground level before painting your tenth required tag. You won't want to deal with the Flame Thrower Patrol in a bind.

Getting Jet on this stage will require lots of time management and easy access to more paint cans. Don't overlook the x-large tag in the train tracks area or the x-large tag on the upper wall in the Benten Tower district, either.



Getting Jet with a Graffiti Type Character can be tough in Benten Burning.

Try not to make any mistakes when spraying any of the tags. Always replenish your Power Gauge by using as many Health Sprays as possible. You should receive Jet Ranking if you've cleared all the optional tags and have a full Power Gauge at the end of the stage.

Technique Type Character Tips

Benten Burning is an excellent place to use a character like Tab or Cube, as they can carry lots of Spray Paint Cans and there are plenty of great places for them to grind. The pedestrian bridge area is the ultimate location for pulling off an Infinite Grind.

If you simply ride the rails around the perimeter of the stage and bridge the gaps between them by grinding the guard rails and metal fences, you should amass a large amount of points in no time. Try setting aside some time in this area for simply grinding around and around before you complete the last required tag.

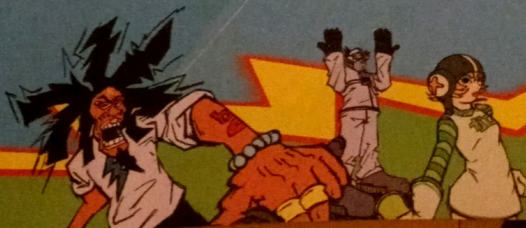
Get JET!

With a good number of optional tags, as well as plenty of places to perform Infinite Grinds, this isn't a difficult stage to get Jet Ranking on. But with such a large area to canvass to complete the stage objectives, you'll need to manage your time wisely.

Graffiti Type Character Tips

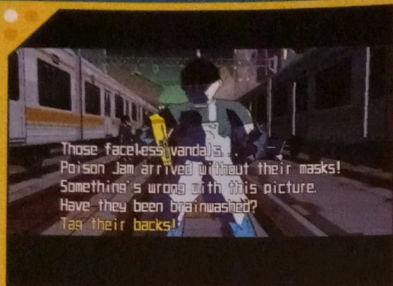
As a character like Gum or Piranha, you'll have your work cut out for you in Benten Burning. Most of the Graffiti Type Characters can't carry a large number of Spray Paint Cans, so you'll need to know how to find the cans and how to do it quickly.

Always know how to get back to Main Street in a hurry. This will likely be necessary at some point so you can restock Spray Paint Cans. Clear all the optional tags at



Benten-cho: Behind the Mask

Poison Jam has resurfaced and this time they're not hiding behind their masks! But something seems terribly wrong with the way that they're acting. Their movements seem almost mechanical and those men in black suits are now shadowing their every move. Could the Golden Rhinos somehow be behind this? Are they controlling Poison Jam?



Those faceless vandals...
Poison Jam arrived without their masks!
Something's wrong with this picture.
Have they been brainwashed?
Tag their backs!

Maybe they should have left their masks on.

The Essentials

Time Limit: 800 seconds

Requirements for Completion: Tag each Poison Jam member's back 10 times

Enemies: Start = Three Poison Jam members

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	0	0

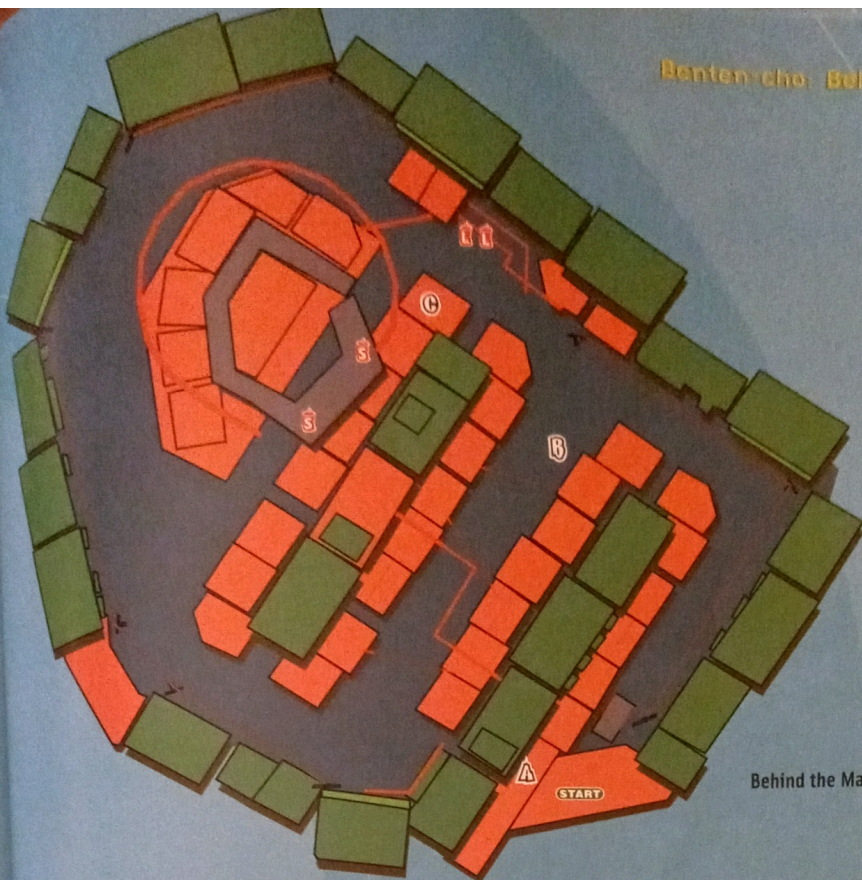
Ranking Breakdown

Rank	Total Score
Jet	29,000+
Nitro	22,000-28,990
Turbo	18,000-21,990
Engine	15,000-17,990
Motor	11,000-14,990
Pedal	0-10,990

note

You can only access Behind the Mask after completing all three of the preceding Golden Rhino stages: Explosion!, Fight or Flight!, and Benten Burning.





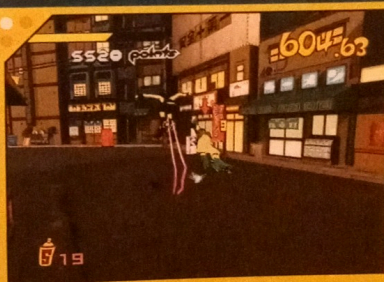
Behind the Mask Map

Beat the Stage

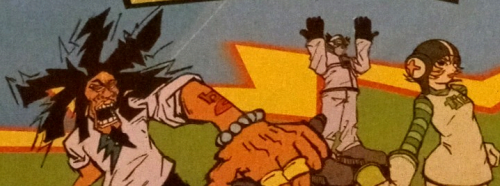
This is the last of the rival stages. Here you'll need to tag each member of Poison Jam on the back 10 times. Since there are no enemies other than the Poison Jammers, this level should be easy...particularly after surviving those incredibly tough Golden Rhino stages.

Keep an eye out for your enemies' travel routes as they skate around the Benten Tower district. The only real difficulty lies in the map's multiple levels. Be patient and watch for Poison Jam's travel patterns.

It's a smart idea to use a character like Garam or Cube for this stage. Both can carry a lot of Spray Paint Cans, as well as withstand a good amount of bodychecking from Poison Jam.



The Poison Jam skaters are big targets because of their size, but they're deceptively quick.



Ambush Locations



The gang's all here...sometimes.



▶ Hang around this street corner and you'll be rewarded.



▶ Whatever you do, don't fall!

Track the Enemy

There are three good spots on the map to catch the various rival Rudies while they're catching their breath. When this happens, spray away and you just might luck out by tagging them 10 times before they get back on the move again.

Point A is where you'll begin the stage and where you'll find all three members of Poison Jam. They'll occasionally return there, so check back to this spot if you lose track of them. Point B is another good spot to check from time to time if Poison Jam shakes you off their trail. They'll linger at this street corner until you get up close to them. Point C is a little trickier to get to because it's above street level. Be careful not to fall from the rooftops, but at the same time do your best to stay close behind Poison Jam. You should be able to get in a few tags before they hop back down to the pavement below.

You'll run across your enemies as they race through the streets of this area of Benten-cho. Some travel faster than the others, so stay on their heels by jumping, dashing, and watching their movements.

Ride the Cables

Some members of Poison Jam are fond of riding the cables along the perimeter walls of Benten-cho. Memorize their patterns, as they can be difficult to chase down.



Ride the lines to score extra points.

Get JET!

Getting Jet on Behind the Mask is highly dependent on using as little time as possible to get the job done. This means that you'll always want to have plenty of Spray Paint Cans in your inventory. You'll also need to know where each Poison Jam member will be.

Laying in wait for each member can be too time consuming if you're not patient enough, so simply chase one at a time. Learn their stopping points and you'll discover that they travel very closely to one another. Refer to the map and you'll soon discover their favorite routes.

If you're still worried about your score, perform some Air Tricks by grinding the cables along the perimeter of the stage and Wall Ride the construction sites. But in the end, finishing the stage quickly will be the surest route to Jet Ranking.



Pull off some tricks here to boost your score.

??? Final Groove

Goji Rokkaku is ready for a duel from behind his turntables. With the Devil's Contract already spinning on the deck, he's dead set on summoning a demon with a penchant for dance music in order to take control of all Tokyo-to...if he doesn't destroy it in the process.



Power has gone to Goji's head.

note

You can only gain access to Final Groove by first completing Behind the Mask. This is the final stage of Jet Grind Radio.



The Essentials

Time Limit: 600 seconds

Requirements for Completion: Spray paint five required tags

Enemies: Start = Demon, Goji

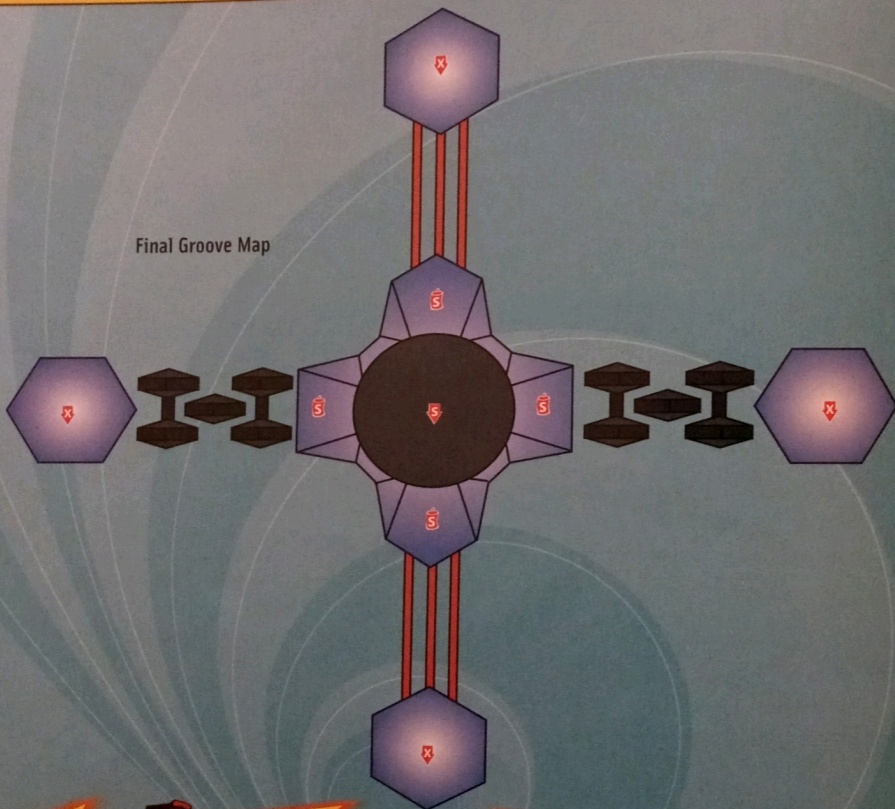
Tags

Size	Required	Optional
XL	4	0
L	0	0
S	1	0

Ranking Breakdown

Rank	Total Score
Jet	—
Nitro	—
Turbo	—
Engine	—
Motor	—
Pedal	—

Final Groove Map



Beat the Stage

This is it. You've reached the final showdown with the man behind it all: Goji Rokkaku. Your only weapon is spray paint, so you'll have to be quick and precise if his evil plan is to be stopped. Since this is the last stage, you won't have to worry about things like evading villains, marking optional tags, or even getting Jet Ranking. Here you'll have to concentrate on your pure skating skills as much as your tagging expertise.

Cube or Garam are good choices on this stage. They both have plenty of power to spare and can carry a good number of Spray Paint Cans for the job at hand. They're also fairly quick, which is important in the face of the obstacles you're about to confront.

Record-Go-Round

After a short introduction from Goji, you'll begin the stage near the center of a giant spinning record. Start off by collecting as many Spray Paint Cans as possible. All are located on the record. You should be able to grab more than enough to remain well-stocked for the duration of the fight.



You need to travel past some dangerous obstacles in the Final Groove.

You'll notice that there are four platforms connected to the edges of the spinning record. Each has a single Health Spray and leads off into either giant turning gears or a set

229: Final Groove

of three different pipelines. These in turn take you to distant landings that harbor one x-large tag apiece. Your goal at this point in the stage is to reach those tags while avoiding the intermittent appearance of a gigantic Golden Rhino Demon and its subsequent attacks. This task can be very difficult, indeed.

Every time you complete a tag, you'll have to return to the spinning record in the center of the stage. But be careful. The record will start to spin faster and faster as you progress further along. This makes landing on the adjacent platforms more difficult, so you'll have to change the timing of your jumps accordingly.

Jump the Gears

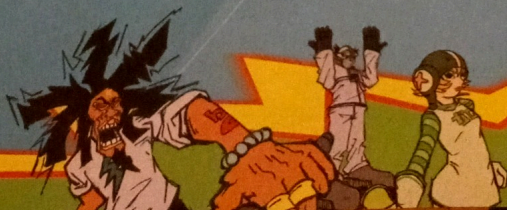
Start your battle with Goji by heading for the platforms attached to the large turning gears. It's wise to tackle them while you have full power and plenty of time, as they can prove quite difficult.



You'll need to hone your jumping skills when crossing the giant gears.

Jump across the two gears when they're turning to the flat side and try to keep your balance at all times. This will require some superior dexterity on your part to pull off.

If you fall, you'll be dropped quite hard back onto the spinning record center. This will cost a considerable amount of your Power Gauge.



Golden Rhino Walkthrough

Demon-Proof Graffiti

Start spraying as soon as you reach a landing with a tag. Keep an eye out for the Golden Rhino Demon. Since you'll be completing some x-large graffiti work on each platform, the Demon will appear to interrupt your work approximately once per tag.



Even when the Golden Rhino Demon lands, keep spraying until it's ready to attack.

Whatever you do, *keep spraying!* Press the left trigger to stop only when the beast opens its mouth. At this point you'll want to head to the furthest edge of the landing to avoid the flames that the Golden Rhino Demon spits across the entire area. Listen for it to stop and when it does, return to the center of the landing to finish the tag.

Beware, once you complete a tag, the landing and the connecting gears or pipes will crumble and drop to the ground far below. If you're not quick enough to escape to the platform nearest the spinning record, you'll be taken down with all the debris and sustain serious damage.



Flee to the edge of the platform to avoid getting flamed.

Pipe Grind

Save the pipe-connected platforms for last, since they're easier to reach. Use the center pipe to grind to the far landing and start tagging. When the Golden Rhino Demon shows up to blast more flames, quickly escape by grinding back to the inner platform.

Wait and watch for the Demon's fire breath to subside and then quickly skate back as fast as possible to finish the tag. Repeat this for the last x-large tag and a fireworks show will ensue.



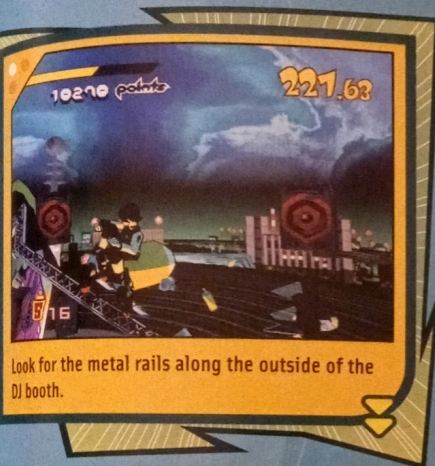
Use the pipe to escape the Demon's attack, and then return after the flames have subsided.

With this, the Demon has been finished off. Now it's only you against Goji. All the landings, pipes, and gears fall to pieces around you, with only the rapidly spinning record and Goji's partly crushed DJ booth surviving.

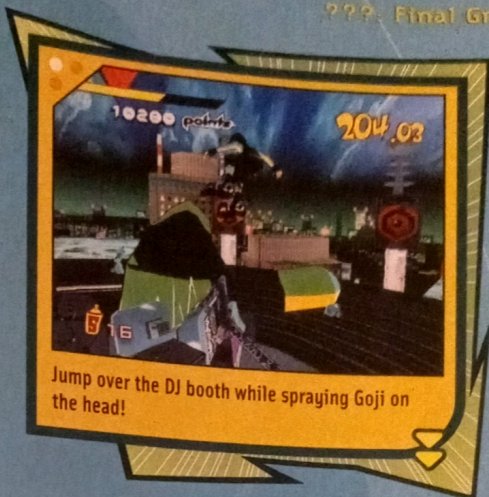
Get Goji

You must now find a way to grind up one of the two twisted metal rails attached to Goji's DJ booth and tag him squarely on the top of his bald head. This is a lot more difficult than it sounds.

Not only are you dealing with the velocity of a spinning record, but the viewing perspective just won't stay in place long enough for you to get a clear bead on either of the metal rails. Even worse, you'll sustain damage if you crash too fast into a broken piece of the Golden Rhino Demon. Steer clear of those shards as much as possible while you're trying to accomplish your final task.



Look for the metal rails along the outside of the DJ booth.



Jump over the DJ booth while spraying Goji on the head!

As soon as this happens, keep tapping the left trigger so you don't miss your window of opportunity to paint Goji. Be patient and you'll eventually ensure that he never tries to conjure demons again.

Congratulations! You've completed *Jet Grind Radio*! Pat yourself on the back for a job well done, then sit back and enjoy the closing cinematics.



Be sure to save your completed game after the credits have finished. You'll have to wait awhile, but it's worth it if you want to get more out of the game.

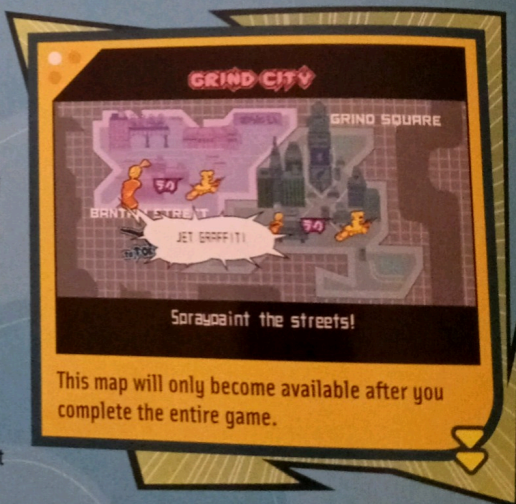
The best advice here is to simply keep trying. Find one of the rails and try to skate up to it and jump. Since the centrifugal force is pulling your character toward the edge of the record, instead of the center, this can be incredibly hard to do. Try skating in the direction that the record spins and jump to the rail. If you manage to make it, keep jumping upwards until you reach the top of the DJ booth.



Jet Graffiti Jet Grind Radio Jet Technique Modes

After you complete the Rival Team showdowns for each of the different districts in Jet Grind Radio, you'll notice that a new mode called Jet Graffiti is unlocked for all areas of Tokyo-to. The Jet Crush modes are unlocked by completing specific Rival Challenges, while the Jet Technique modes are unlocked by completing the Golden Rhino stages for each area of the map.

for example, are perfect for tracking down each and every Graffiti Soul hidden throughout the different districts of Tokyo-to and Grind City.



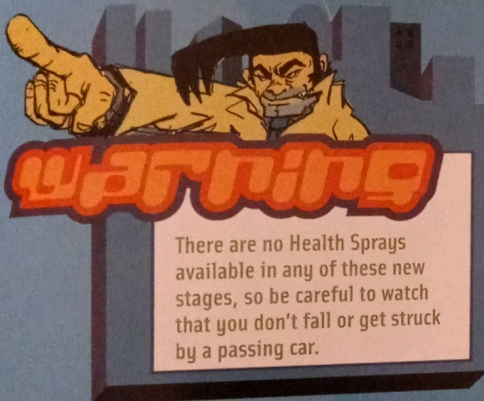
Completing these modes is not essential to finishing the game, but they do offer some unique opportunities and challenges. Use your gaming skills here to help collect high scores in each new Story Stage. Jet Technique Levels,



With three different kinds of modes for each of the five areas in the game, you can access up to 15 different challenges. But to access the Jet Graffiti, Jet Crush, and Jet Technique modes for both Bantam Street and Grind Square, you must first complete the game. Then save your clear game onto your VMU. When you load this clear-game data and start the game, you'll notice that you can now access Grind City via the stage select map. This is the only way to unlock the new modes for these two areas.

Jet Graffiti

If spraying tags is your thing, this is the mode for you. Jet Graffiti stages are represented by a yellow Spray Paint Can icon on the stage select map. Once you enter one of these levels, start tagging up the town as quickly as possible!



Each Jet Graffiti stage has a required amount of tags to complete in order to finish the level. If you want to get Jet on any of them, you'll have to be both a speedy skater and handy with a Spray Paint Can.

Shibuya-cho

Time Limit: 999 seconds

Requirements for Completion: Spray paint 23 required tags

How to Unlock: Complete Love Attack

Tags

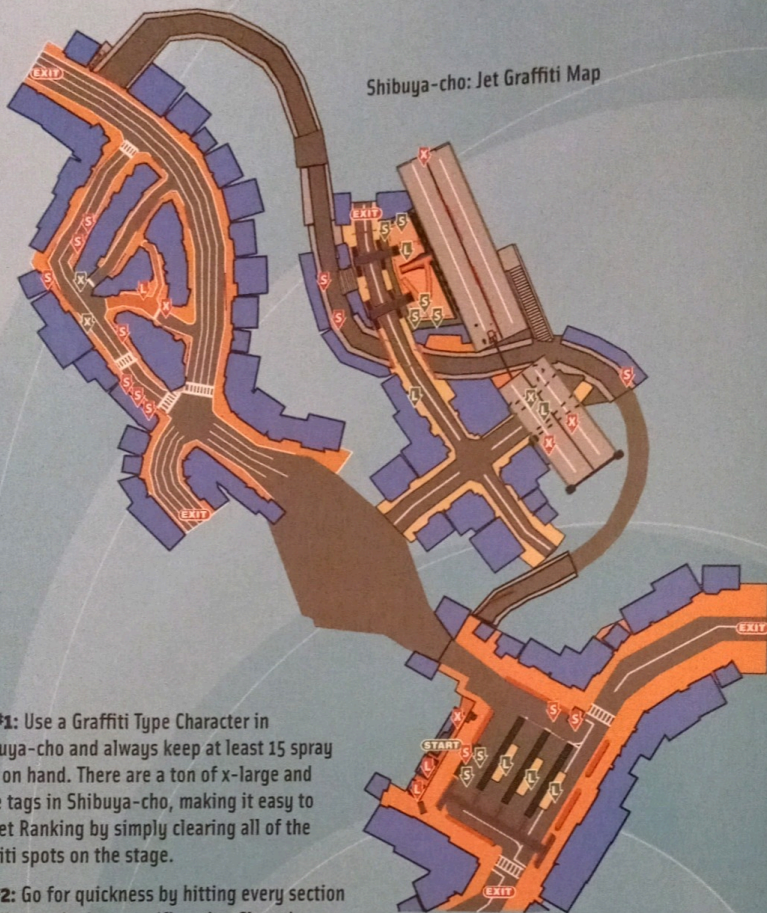
Size	Required	Optional
XL	5	3
L	3	10
S	15	22

Ranking Breakdown

Rank	Total Score
Jet	80,000+
Nitro	67,000-79,990
Turbo	60,000-66,990
Engine	54,000-59,990
Motor	47,000-53,990
Pedal	0-46,990



Shibuya-cho: Jet Graffiti Map



- **Tip #1:** Use a Graffiti Type Character in Shibuya-cho and always keep at least 15 spray cans on hand. There are a ton of x-large and large tags in Shibuya-cho, making it easy to get Jet Ranking by simply clearing all of the graffiti spots on the stage.
- **Tip #2:** Go for quickness by hitting every section in Shibuya-cho in a specific order. Clear the larger tags first, then hit the smaller ones on the way to the next area. Start off at the bus terminal, proceed through the stage by taking the shortcut to the park area, and then cruise through the half-pipe to reach the last district, Center Street.
- **Tip #3:** Clear the stage with at least 250 seconds remaining on the clock and you'll be able to grab Jet Ranking once you've completed all the

optional and required tags. There are a lot of them in Shibuya-cho, however, so plan wisely and always keep an eye on your Spray Paint Can inventory.

- **Tip #4:** If you decide to use a Technique Type Character like Beat or Tab, you'll have to perform lots of tricks in order to get Jet Ranking. Use the pedestrian bridge grind in the bus terminal or the rail tricks in the park area to boost your points to high levels.



Kogane-cho

Jet Graffiti

Time Limit: 999 seconds

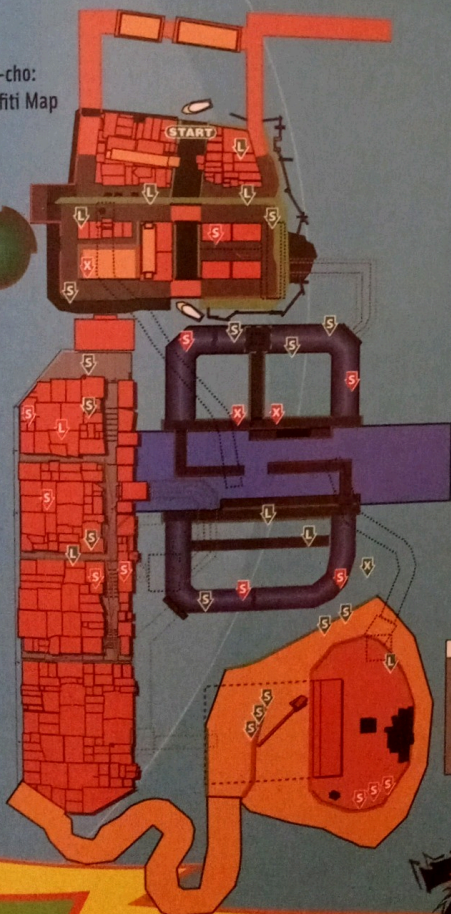
Requirements for Completion: Spray paint 19 required tags

How to Unlock: Complete Kogane Circus

Tags

Size	Required	Optional
XL	2	0
L	7	0
S	7	0

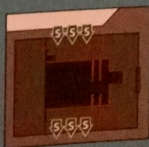
Kogane-cho:
Jet Graffiti Map



Ranking Breakdown

Rank	Total Score
Jet	70,000+
Nitro	59,000-69,999
Turbo	53,000-58,999
Engine	48,000-52,999
Motor	42,000-47,999
Pedal	0-41,999

- Tip #1:** Kogane-cho features loads of tags to complete before the time limit runs out. Make sure that you know where all of the shortcuts are and use them wisely. Develop a plan of attack and complete each section thoroughly in order to avoid backtracking.
- Tip #2:** You can easily pick up around 60,000 points on this stage by completing all the optional and required tags with a Graffiti Type Character. You'll only need 10,000 more points to get Jet Ranking and these can be amassed by not making any mistakes during your tagging.
- Tip #3:** Keep your health up by avoiding falls from high places. You'll receive big points at the end of the stage if you have minimal damage showing on your Power Gauge. This can be hard to do in the sewer, where there's plenty of water to fall into if you're not careful.
- Tip #4:** If you decide to use a Technique Type Character, you *must* use your time wisely and concentrate solely on spraying the required tags or the optional small tags. Use the rest of the time to perform Infinite Grinds or tricks near the factory ruins or on the staircase railings in the residential district. Either way, you'll have to watch the game clock closely.



Benten-cho

Time Limit: 999 seconds

Requirements for Completion: Spray paint 15 required tags

How to Unlock: Complete Noise Reduction

Tags

Size Required Optional

NL	7	2
L	6	3
S	2	15

Ranking Breakdown

Rank	Total Score
Jet	78,000+
Nitro	65,000-77,990
Turbo	58,000-64,990
Engine	52,000-57,990
Motor	45,000-51,990
Pedal	0-44,990



Benten-cho: Jet Graffiti Map

- Tip #1:** Benten-cho is comprised of small districts packed with dozens of tags to paint. Unfortunately, there's quite a shortage on Spray Paint Cans in some of the areas! This translates into some heavy inventory management on your part. If you choose a character like Gum, you'll need to know where the cans are located. Plan your trip accordingly and always have at least 15 cans on

you, since there are plenty of x-large tags to paint in all the different areas of the stage.

- Tip #2:** Consider using a skater like Tab for this stage, simply because there are plenty of places on the map to perform tricks and Infinite Grinds. The pedestrian bridge is an easy target for grinds. Or you can skip the danger presented by nearby cars and opt to enter the subway tunnels

and ride the rails. Either way, if you clear all but one of the required tags and use the rest of the time to perform stunts, you'll be headed for Jet Ranking in no time.

Tip #3: The time limit is your enemy if you play through as a Graffiti Type Character. You'll have to clear all the tags, including the optional ones, pretty quickly in order to have enough time left over to grab Jet Ranking. The best plan of attack is to move from Main Street to the train tracks, then to the Benten Tower district and on to Park Square before finishing up at the pedestrian bridge.

Bantam Street

Time Limit: 999 seconds

Requirements for Completion: Spray paint 12 required tags

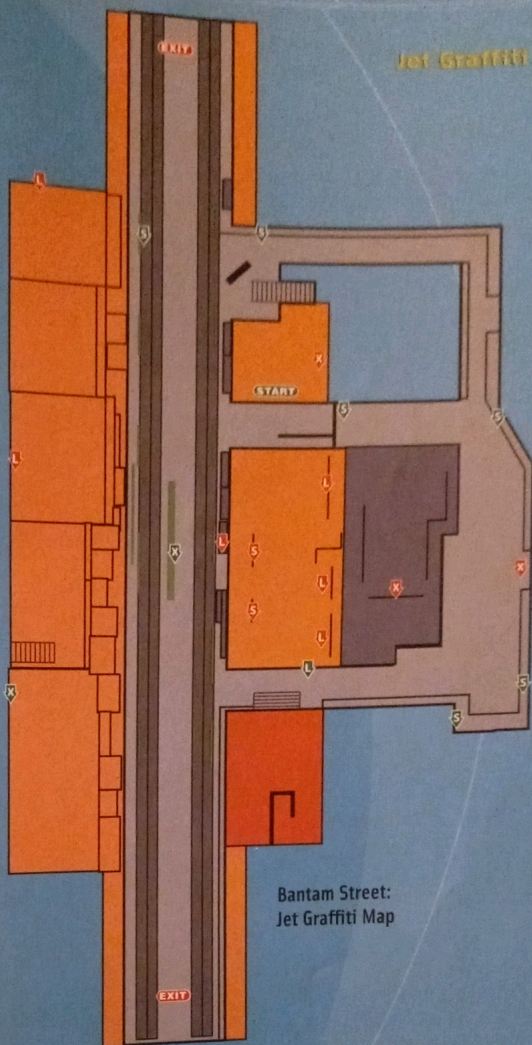
How to Unlock: Complete the game and reload a clear game save

Tags

Size	Required	Optional
XL	3	2
L	7	1
S	2	7

Ranking Breakdown

Rank	Total Score
Jet	68,000+
Hitro	54,000-67,990
Turbo	48,000-53,990
Engine	41,000-47,990
Motor	34,000-40,990
Pedal	0-33,990



Tip #1: With only a handful of required tags available in Bantam Street, make sure to bring along a character like Gum or Piranha for the Jet Graffiti stage. Collect all your Spray Paint Cans in the playground area and get painting. Avoid making any mistakes when you're tagging and you'll get Jet Ranking with ease—once the points are combined with your time and Power Gauge bonuses.



Jet Graffiti, Jet Crush, and Jet Technique Modes

- Tip #2:** Clear all but one of the required tags, and then spend your time performing tricks and grinding around the playground area. Go for the Infinite Grind here to boost your points. Finish off the tags in order to get a top score on Bantam Street.
- Tip #3:** Since there are multiple levels to Bantam Street, be careful when making your way around. There are no Health Sprays available, so watch that you don't fall. It's important to keep your Power Gauge as full as possible to get Jet Ranking.

Grind Square

Time Limit: 999 seconds

Requirements for Completion: Spray paint 12 required tags

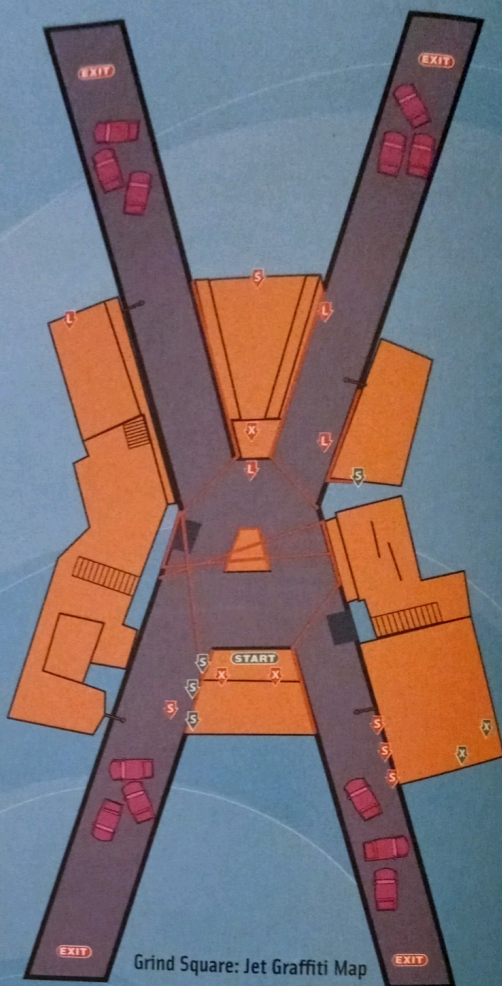
How to Unlock: Complete the game and reload a clear game save

Tags

Size	Required	Optional
XL	3	2
L	4	0
S	5	4

Ranking Breakdown

Rank	Total Score
Jet	68,000+
Nitro	54,000-67,990
Turbo	48,000-53,990
Engine	41,000-47,990
Motor	34,000-40,990
Pedal	0-33,990



- Tip #1:** Grind Square is probably one of the most difficult Jet Graffiti stages in *Jet Grind Radio*. This is partly due to the terrain you'll have to be covering. Since you'll be moving between street level tags and skyscraper-height platforms, the danger of falling is always present. Proceed with caution and keep your Power Gauge intact to grab bonus points at the end of the stage.

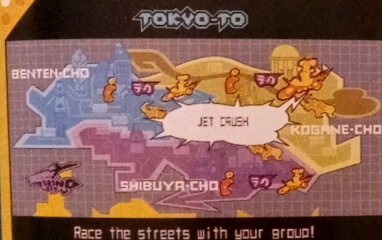


Tip #2: Grind on the runners connecting all the different buildings in the area. This is a good way to not only get around from rooftop to rooftop, but also to collect some extra points. If you can keep a grind going, you'll be able to rack up extra points in addition to the graffiti points awarded for completing the different tags.

Tip #3: Don't miss out on the smaller tags lining the street level storefronts! Since most of them are located right next to the exits, be careful not to skate too fast into those areas. If you do, you run the risk of accidentally running out of the stage before completing your objectives.

Jet Crush

One of the new modes that becomes accessible toward the end of the game is Jet Crush. If you enter a Jet Crush stage, you'll be up against some stiff racing competition from fellow members of your gang, the GGs. Similar to the race stages in some of the Rival Challenges, the main difference here is that you'll have to skate a whole lot faster than before.



Only the best skaters can succeed in the Jet Crush stages.

Jet Crush

The sole objective is to beat your opponent to the lone tag sitting at the end of the course. You'll have to grind and dash furiously to beat your rival to the finish line. Avoid getting hit by your opponent as getting smacked often results in being turned around, wasting precious seconds and giving your rival an edge in the race.

Shibuya-cho

Time Limit: 200 seconds

Requirements for Completion: Spray paint one tag before your opponent

How to Unlock: Complete Piranha Rival Challenge

Rival: Beat

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	1	0

Ranking Breakdown

Rank	Total Score
Jet	88 seconds and under
Nitro	89-91 seconds
Turbo	92-97 seconds
Engine	98-106 seconds
Motor	107-200 seconds
Pedal	201 seconds +



Shibuya-cho: Jet Crush Map



- **Tip #1:** If you remember the face-off against Beat during Combo's Rival Challenge, you'll recall all the shortcuts leading to the tag site. From the start point, take the underpass shortcut that leads through the small intersection part of town. Get there quicker by following Beat's lead and hopping across the terminal platforms.
- **Tip #2:** Skate around the corner to the left and jump onto the rail overlooking the sewer half-pipe when you enter the next area of the stage. Leap from the rail to the half-pipe and start dashing and jumping to speed up your run.
- **Tip #3:** Head up the last flight of steps and enter the final area of the stage: Center Street. Take the right-hand street from the main road and collect Spray Paint Cans from the first green rail.
- **Tip #4:** Don't bother grinding the rails for points. You're going for speed on this stage, so simply race down the street and hit the solo tag along the right-hand wall near the bottom of the hill.



Kogane-cho

Time Limit: 200 seconds

Requirements for Completion: Spray paint one required tag before your opponent

How to Unlock: Complete Slate Rival Challenge

Rival: Gum

Size	Required	Optional
XL	0	0
L	0	0
S	1	0

Rank	Total Score
Jet	115 seconds and under
Nitro	116–120 seconds
Turbo	121–125 seconds
Engine	126–130 seconds
Motor	131–200 seconds
Pedal	201 seconds +



Kogane-cho: Jet Crush Map

- Tip #1:** If you accepted Slate's Rival Challenge, you'll definitely be familiar with the race through Kogane-cho. You begin in the wide alley near the upper residential district. Head directly into the stairwell leading down to the sewers.
- Tip #2:** Use the rails and walls to speed up your travel through the sewers. Your objective is to reach the tunnel passage on the opposite side from where you enter. Gum will wait for you at the opening, but don't count on her slowing down at any other time.
- Tip #3:** Wall Ride, dash, and jump through the long tunnel to reach the factory at the other end. Head straight for the exit when you emerge and jump onto the car pile to get out of the lower section of the factory ruins. Race for the top level and go through the dirt corridor to reach the last section of the race.
- Tip #4:** The rooftops can be your enemy if you fall through any of the gaps. Take care to keep moving, but look out for cracks in the surface. This is also the only area where you can collect Spray Paint Cans. The tag awaits you on the sidewalk at the far end.



Benten-cho

Time Limit: 200 seconds

Requirements for Completion: Spray paint one required tag before your opponent

How to Unlock: Complete Yo-Yo Rival Challenge

Rival: Tab

Tags

Size	Required	Optional
------	----------	----------

XL	0	0
L	0	0
S	1	0

Ranking Breakdown

Rank	Total Score
Jet	90 seconds and under
Nitro	91-95 seconds
Turbo	96-100 seconds
Engine	101-105 seconds
Motor	106-200 seconds
Pedal	201 seconds +



Benten-cho: Jet Crush Map

- **Tip #1:** Remember racing Yo-Yo in his Rival Challenge? The Jet Crush race in Benten-cho is exactly the same, with the final tag located at the second rooftop platform in the Benten Tower

district. You start off on the train tracks. Grind up the tracks and skate for Park Square.

- **Tip #2:** Break through the green gate and try to land on the rail leading to the upper circular platform. If you make it, use the rail leading



to the breakaway sign along the upper wall above the parked truck. If you miss the rail, head for the truck and use the cargo bed to race through the sign.

Tip #3: If Tab is ahead of you, he'll wait a bit at the entrance to Main Street. Head straight for the right-hand rails along the street when you enter, and exit through any of the three different green and red bridges along the right to reach the next area. Keep grinding!

Tip #4: When you enter the pedestrian bridge district, keep moving straight across the street and down through the underground walkway. Use the rails there to grind and speed up your journey.

Tip #5: You'll emerge in the Benten Tower district. Skate for the tower entrance, climb the steps, then grind the water duct. Jump over the first rooftop by timing your leap. When you land on the far duct, follow it around to reach the final rooftop and the winning tag.

Jet Crush

Ranking Breakdown

Rank	Total Score
Jet	68 seconds and under
Nitro	69-71 seconds
Turbo	72-74 seconds
Engine	75-77 sec
Motor	78-200 sec
Pedal	201 seconds +

Bantam Street

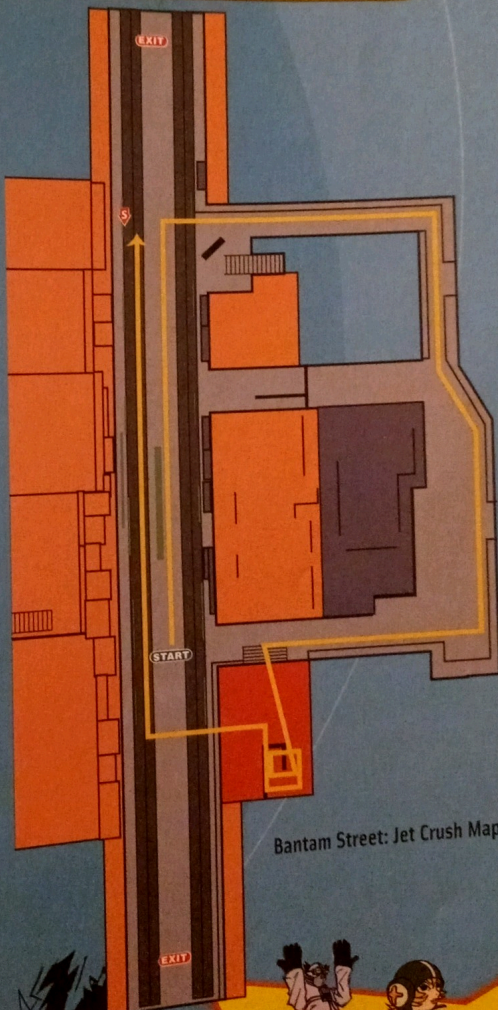
Time Limit: 200 seconds

Requirements for Completion: Spray paint one required tag before your opponent does

How to Unlock: Complete the game and reload a clear game save

Rival: Combo

Tags		
Size	Required	Optional
XL	0	0
L	0	0
S	1	0



Bantam Street: Jet Crush Map

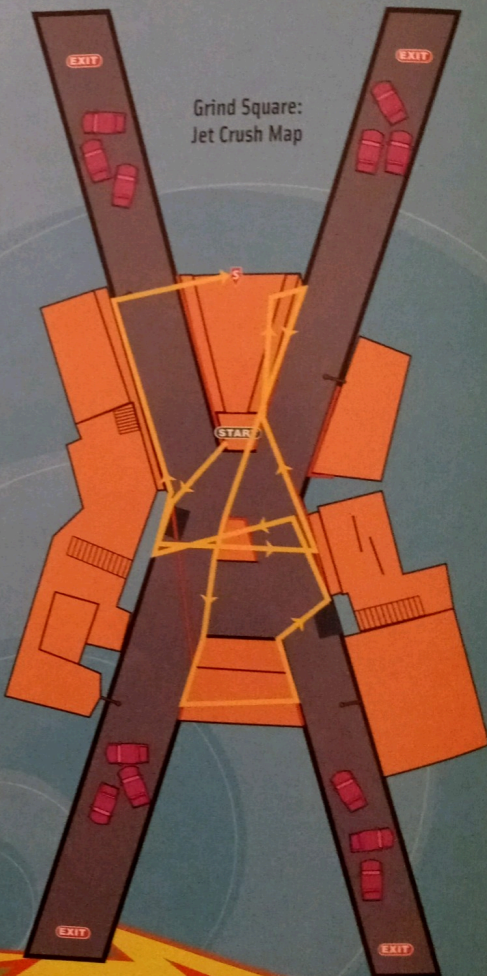


- Tip #1:** Racing against someone as slow as Combo might sound easy, but don't underestimate his power and trick ability. Once the race starts, move directly forward up the street, jumping and dashing to build speed.
- Tip #2:** When you reach the gas station, keep moving toward the wall and the low concrete curb right beyond it. Start grinding and use Wall Rides to build up a good velocity. You'll want to follow the curb all the way around until you reach the brick building. Collect Spray Paint Cans in the corner near the building along the curb.
- Tip #3:** Race into the building through the lower double door entrance, and then take a ride on the inner black staircase rail to make your trip faster. Your objective is the top floor and, ultimately, the train tracks.
- Tip #4:** Break through the windows facing the train tracks. Skate on the tracks when you land to move more quickly. The final tag is on the furthest outer sign on the left along the platform, so you'll have to grind the outer rail to reach it. Slow down when you reach the tag and jump over it to paint it in mid-air.

Ranking Breakdown

Rank	Total Score
Jet	62 seconds and under
Nitro	63-65 seconds
Turbo	66-68 seconds
Engine	69-71 seconds
Motor	72-200 seconds
Pedal	201 seconds +

Grind Square: Jet Crush Map



Grind Square

Time Limit: 200 seconds

Requirements for Completion: Spray paint one required tag before your opponent does

How to Unlock: Complete the game and reload a clear game save

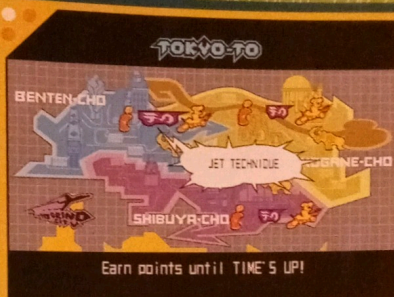
Rival: Cube

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	1	0

Jet Technique

Just like Jet Graffiti, the Jet Technique stages give you a chance to display your skills. This time, however, you'll drop the spray paint and work on your tricks. When you start a Jet Technique level, you'll have a set amount of time to amass as many points as possible by grinding, riding a few walls, and performing big aerial stunts. You'll have free reign over the entire area, so if you've been using a Technique Type Character to do your dirty work throughout the rest of the game, you should already have a good idea of the best areas to land tricks.



This is your chance to explore every nook and cranny of each stage.

Jet Technique stages are also great opportunities to seek out the Graffiti Souls that you didn't have enough time to collect before. Since there are no enemies on any of these stages, you'll have the luxury of not being bothered as you figure out how to access each and every Graffiti Soul.

Tip #1: Grind Square's Jet Crush race can be tough if you have no clue how to get where you're going. When the race begins, make sure to dash a little and then hop onto the neon runner leading off the corner of the small platform you're standing on. Follow it around to the high rooftop and jump onto the upper rail.

Tip #2: Immediately hop off the rail and head for the steel staircase leading up. When you get to the top, start grinding the outer rail. Leap over the gap and ride the flagpole to jump over to the far center building rooftop.

Tip #3: Grab the Spray Paint Cans, then ride the gold pipes running down the side of the building. Hop up to catch a ride on the upper runner when you approach the end of the pipe. You'll immediately have to leap over to the runners alongside the big Golden Rhino statue. Jump again to the far building runner to ride up again.

Tip #4: Look for the neon runner attached to the corner when you reach the lower platform and ride it all the way back up to the high rooftop. Prepare for the final run by jumping onto the outer rail leading past the billboards. Leap over to the neon runner at the corner of the rail and ride it to the large rooftop in the center of the stage.

Tip #5: The small tag can be found on the wall of the platform, so skate there quickly to end the stage.



Shibuya-cho

Time Limit: 600 seconds

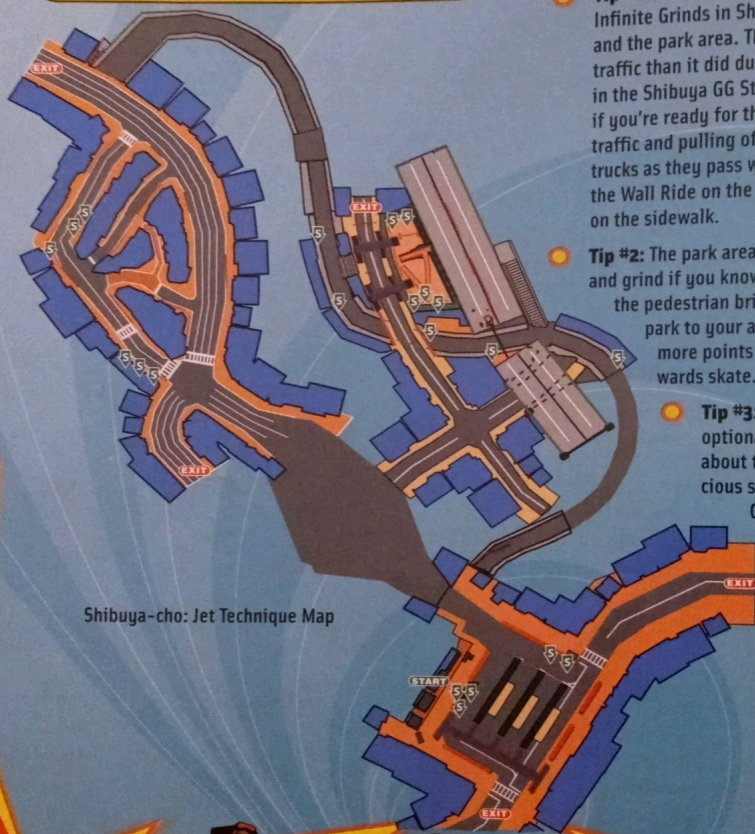
How to Unlock: Complete Explosion!

Tags

Size	Required	Optional
XL	0	0
L	0	0
S	0	22

Ranking Breakdown

Rank	Total Score
Jet	43,000+
Nitro	33,000-42,990
Turbo	29,000-32,990
Engine	24,000-28,990
Motor	19,000-23,990
Pedal	0-18,990



Shibuya-cho: Jet Technique Map

Tip #1: There are two good places to pull off Infinite Grinds in Shibuya-cho: the bus terminal and the park area. The bus terminal has more traffic than it did during your visit to the area in the Shibuya GG Story Stage, so go here only if you're ready for the challenge of dodging traffic and pulling off tricks. Try to avoid the trucks as they pass when you're moving from the Wall Ride on the billboard and the long rail on the sidewalk.

Tip #2: The park area is a great place to skate and grind if you know where to do it. Use the pedestrian bridges and the rails in the park to your advantage. You'll get even more points if you can pull off a backwards skate.

Tip #3: Don't bother with the optional tags until the clock is about to run out. Use those precious seconds to pull off Infinite Grinds. Skate for the optional tags in the vicinity of the park only once you've racked up a good number of points.



Kogane-cho

Time Limit: 600 seconds

How to Unlock: Complete Fight or Flight!

Size Required Optional

Size	Required	Optional
0	0	0
1	0	0
2	0	33

Ranking Breakdown

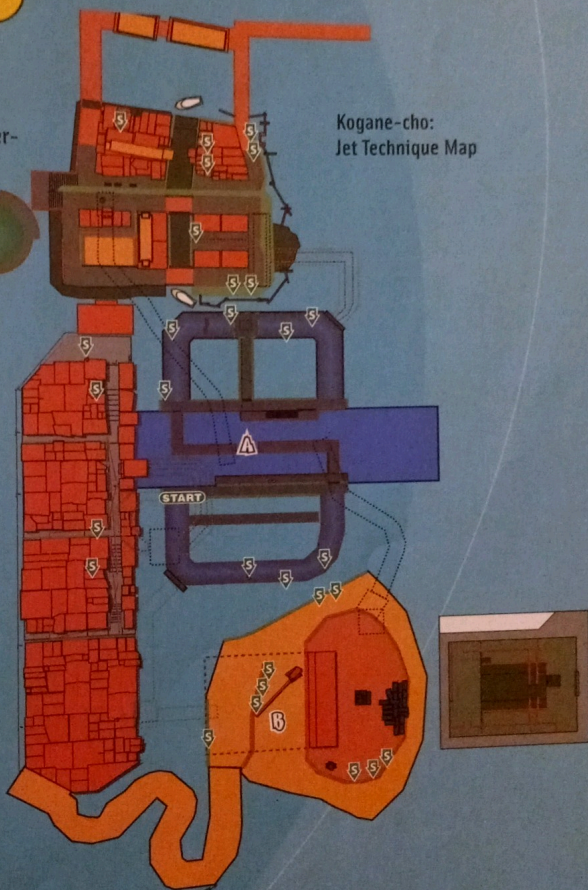
Rank	Total Score
Jet	47,000+
Hiro	38,000-46,990
Turbo	33,000-37,990
Engine	29,000-32,990
Motor	24,000-28,990
Pedal	0-23,990

Jet Technique

Tip #1: Two good places to perform tricks in Kogane-cho are the factory ruins and the underground sewers. For the sewers (Point A), simply grind around the rails over the water and use Wall Rides (as illustrated in the Kogane Circus section of the walkthrough) to keep moving. Be careful around water, since there are no Health Sprays to replenish your Power Gauge.

Tip #2: The factory ruins are a good place to demonstrate your skills, but it can be difficult to pull off a long-running grind if you're not savvy with cable riding. You'll have to ride around the factory walls and jump from them to the cables to keep going. Refer to the map to see the path (Point B) you should take to keep going for a big score. As with Shibuya-cho's Jet Technique stage, try your hand at skating backwards since this will double any trick points you perform.

Kogane-cho:
Jet Technique Map



Benten-cho

Time Limit: 600 seconds

How to Unlock: Complete Benten Burning

Tags

Size	Required	Optional
XL	0	1
L	0	0
S	0	36

Ranking Breakdown

Rank	Total Score
Jet	52,000+
Nitro	43,000-51,990
Turbo	38,000-42,990
Engine	34,000-37,990
Motor	29,000-33,990
Pedal	0-28,990



Benten-cho: Jet Technique Map

Tip #1: Though there are a handful of places to perform Infinite Grinds in Benten-cho, the ultimate area is the pedestrian bridge district (Point A). Skate and grind along the rails (using the strategy outlined in the Get JET! portion of the Noise Reduction walkthrough) in order to amass points in record time. You won't have to paint any optional tags to boost your score if you can keep this up.

Tip #2: Avoid falling in front of any passing cars. The more filled your Power Gauge is at the end of the stage, the more points you'll receive once it's combined with your trick score when the level ends.

Tip #3: Check out the newly accessible subway beneath the stone ramp in the Park Square area of Benten-cho. The underground subway tracks give you plenty of trick opportunities and you can use Wall Rides to speed up. Just be sure to avoid the oncoming trains, by either ducking into any of the various outlets in the walls or by switching tracks.



The subway is your first opportunity to grab Graffiti Souls #26 and #27. The tunnel leads from Park Square to the pedestrian bridge district.

Benten Street

Time Limit: 600 seconds

How to Unlock: Complete the game and reload a clear game save

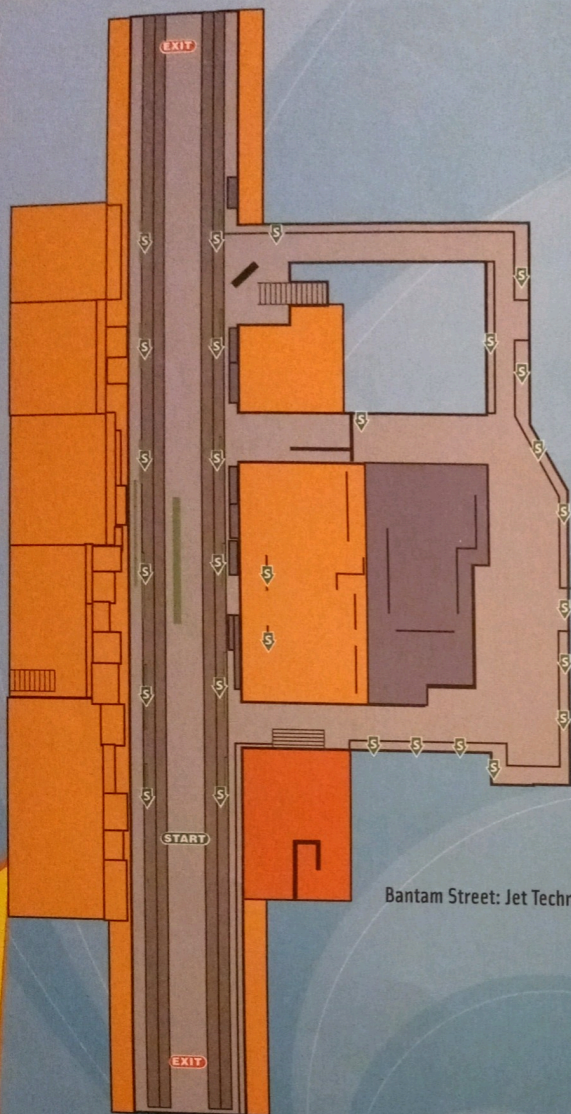
Tags

Size	Required	Optional
XL	0	1
L	0	0
S	0	27

Ranking Breakdown

Rank	Total Score
Jet	45,000+
Nitro	36,000-44,990
Turbo	31,000-35,990
Engine	27,000-30,990
Motor	22,000-26,990
Pedal	0-21,990





Bantam Street: Jet Technique Map

● **Tip #1:** Since this stage is fairly small and self-contained, it's a no-brainer to figure out where the best place to trick is: the playground. With a few jumps and Wall Rides, your Infinite Grind in this stage should be more fun than work to maintain. Start your grind on the curb near the gas station wall and cross any of the gaps by wall riding your way across. Use the fence surrounding the basketball court to turn yourself around and start over again at the beginning point to complete the circle.

● **Tip #2:** Watch the demo for Bantam Street at the beginning of the game and you'll notice that it's possible to Wall Ride off the billboards above the gas station and neighboring store fronts. This is not nearly as easy to pull off as it looks in the demo. You'll have to build up a little speed and dash to grind on the billboard platform directly above the gas station, and then jump to the next billboard to Wall Ride on it. Direct your movement up to the right as you continue this across the next three billboards before landing in the empty brick building across the street. Give it a try, but if you want serious points, settle for the Infinite Grind playground strategy.



Grind Square

Time Limit: 600 seconds

How to Unlock: Complete the game and reload a clear game save

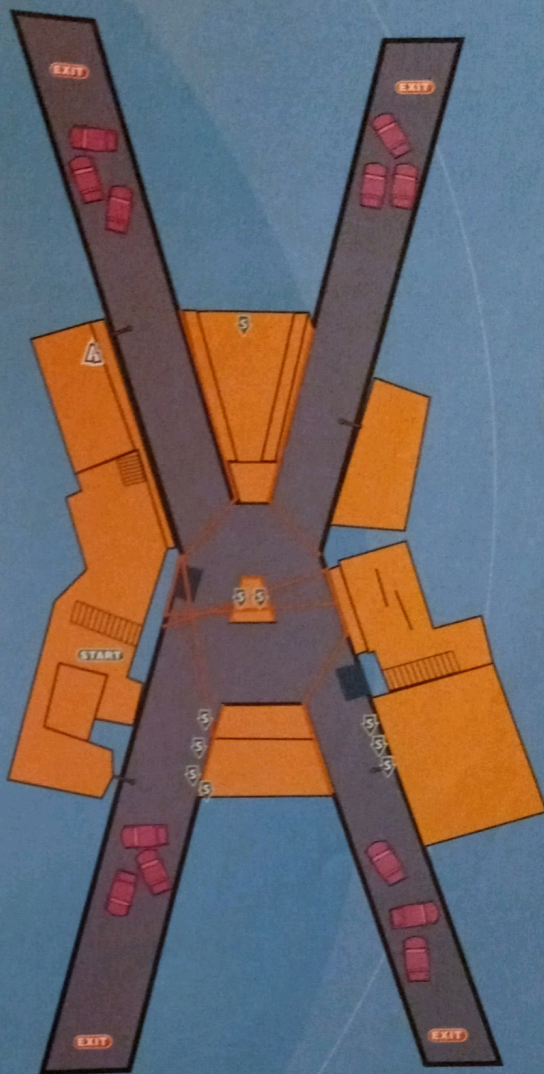
Jet Technique

Size Required Optional

VL	0	0
L	0	0
S	0	11

Ranking Breakdown

Rank	Total Score
Jet	68,000+
Nitro	54,000-67,990
Turbo	48,000-53,990
Engine	41,000-47,990
Motor	34,000-40,990
Pedal	0-33,990



Grind Square: Jet Technique Map

- Tip #1:** Try pulling off the long grind that starts on the first rooftop (Point A), leads to the center rooftop, and finishes down the twisting water pipe running alongside the center building. Jump to the upper runner and over to the big Golden Rhino statue, and then leap onto the next building again. Jump forward to the next pipe behind it before the runner ends and keep going. Jump back down and start again from the beginning if you run out of steam.
- Tip #2:** Avoid falling from the rooftops, since there are no Health Sprays on this stage to replenish your Power Gauge. Always know where you're jumping, grinding, or dashing when you're high up on any of the skyscrapers.



SECRETS

Did you really think you were finished? Even though you've wrapped up the main plot, you haven't mastered Jet Grind Radio until you've found all the secret characters stashed within the game. Five hidden characters are available to be unlocked. See if you can get them all! And at the end of this section, learn how the path you choose in the game affects the cutscenes you see.

Poison Jam

Style: Technique Type

Power: High

Technique: Low to Mid

Graffiti: Mid

Max Number of Spray Paint Cans: 20

To access the Poison Jam gang members as playable characters, get Jet Ranking on every Kogane-cho Story Stage: Monster of Kogane, No. 540, Kogane Circus, and Fight or Flight!



Love Shockers

Style: Technique Type

Power: Low

Technique: High

Graffiti: Mid

Max Number of Spray Paint Cans: 30

Get Jet Ranking on every single Shibuya-cho Story Stage—Shibuya GG, Love Trap, Love Attack, and Explosion!—and you'll unlock the Love Shockers. They'll appear in the GGs Garage as selectable characters as soon as you get through Explosion!



Noise Tank

Style: Graffiti Type

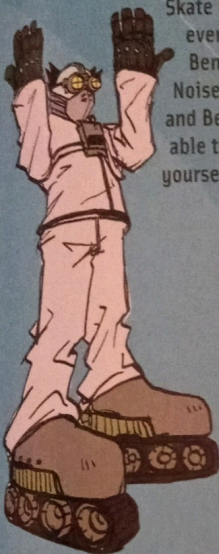
Power: High

Technique: Low to Mid

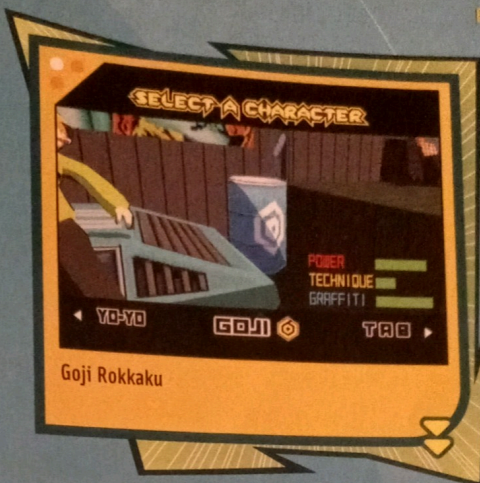
Graffiti: High

Max Number of Spray Paint Cans: 50

Skate your way to Jet Ranking on every Benten-cho Story Stage—Benten Boogie, Graffiti High, Noise Reduction, Benten Burning, and Behind the Mask—and you'll be able to play the Noise Tank for yourself.



Potts



Goji Rokkaku

Potts

Style: Technique Type

Power: Low

Technique: Mid to High

Graffiti: Low

Max Number of Spray Paint Cans: 7

Potts, the GGs lovable pup, can also be a playable character. To unlock the Rudies favorite canine, you must first



Potts the Dog

Goji Rokkaku

Style: Graffiti Type

Power: High

Technique: Low

Graffiti: High

Max Number of Spray Paint Cans: 30

Goji Rokkaku can be unlocked as a playable character by getting Jet Ranking on the two Grind City Story Stages: Bantam Street and Grind Square. Once you complete Grind Square with Jet Ranking, Goji will show up in the GGs Garage in the guise of a blue oil drum. Although Goji has a High power rating, he takes abnormally large damage from each hit. Noise Tank, Love Shockers, and Poison Jam all need to be unlocked before Goji.



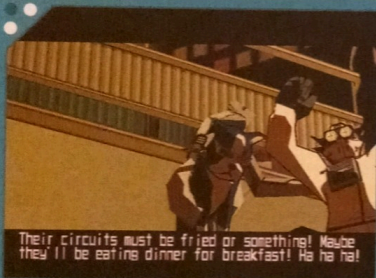
complete the game once. Then load up your clear game save and make sure to proceed through Chapter 1: GG of the Story Mode (Shibuya GG, Love Trap, Monster of Kogane, No. 540, Kogane Circus, the Benten-cho stages, and Love Attack) in no particular order except that you must play Monster of Kogane before Benten Boogie. To get Potts, you also have to have unlocked Noise Tank, Poison Jam, Love Shockers, and Goji. If you play through the game this way, Potts will be kidnapped and modified by the Noise Tank.

Following this, play through the game as usual. After you complete Chapter 2: Combo & Cube, you'll be challenged by a Noise Tank. Win the Rival Challenge and Potts will be unlocked and will show up in the GGs Garage.

Alternate Cinematics

Depending on how you complete the stages in the Chapter 1: GG part of the game, you'll see different cutscene cinematics with Professor K. For instance, if you decide to visit Kogane-cho first (as detailed in the walkthrough sections of this guide), your puppy Potts will be kidnapped. But if you choose to visit Benten-cho before Kogane-cho, you'll be plagued with frogs in the garage! Vary your path through the game's first chapter if you play more than once and you'll be amply rewarded.

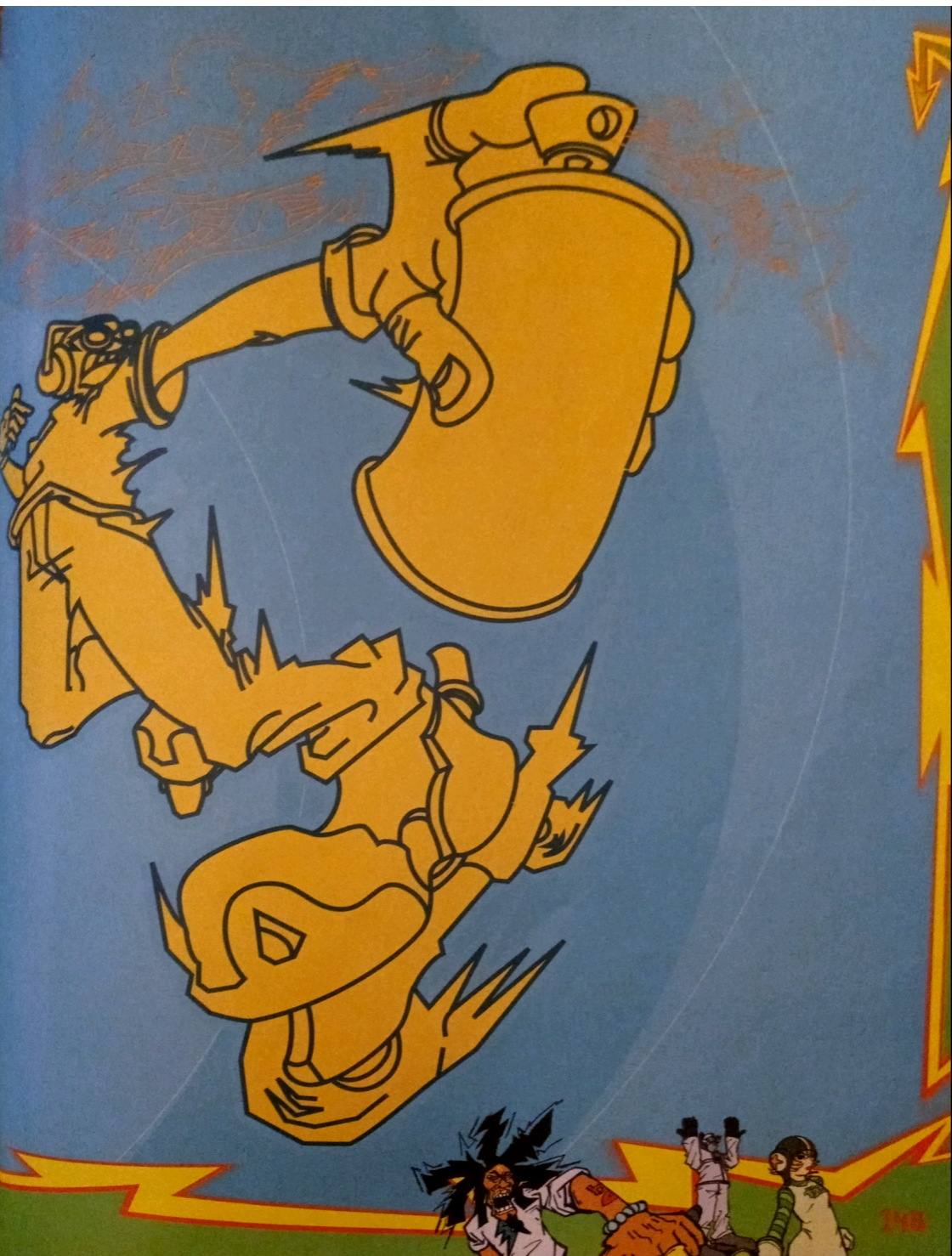
Two Different Paths, Two Different Cutscenes



It's puppy napping or...



...a wave of pesky frogs, depending on which path you take.



Tag List

Want to find out where each tag in Jet Grind Radio is located? Need to know what some of the harder to find Graffiti Souls are like before you collect them? Look no farther than the table below for a full list of all the goodies that can be had in the game. You'll even discover the 12 extra tags that were added exclusively for the U.S. version of Jet Grind Radio!

Graffiti Soul Master List

See if you can collect every Graffiti Soul in Jet Grind Radio. Some will be automatically unlocked when you recruit new members into the GGs, while others must be gathered from the different stages in the game.



















Graffiti Soul Master List

#	Size	Artist: Name	Stage/Character	Tag
01	Small	Beat: Beat the Clock	Beat	
02	Small	Gum: Pop!	Gum	
03	Small	Tab: Tab Me	Tab	
04	Small	Combo: Don't Push It, Kid!	Combo	
05	Small	Piranha: Beware My Bite!	Piranha	
06	Small	Garam: Freaky Deaky	Garam	
07	Small	Mew: Purr Like a Kitten, Fight Like a Tiger!	Mew	
08	Small	Cube: Fear Me	Cube	
09	Small	Yo-Yo: Yo Yo, Baby!	Yo-Yo	






















Graffiti Soul Master List

Graffiti Soul Master List


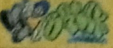



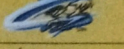



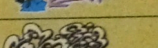




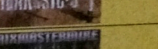


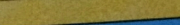

#	Size	Artist: Name	Stage/Character	Tag
10	Small	Slate: Ya Gotta Cheat to Solve Puzzles	Slate	
11	Small	Ryu: Ryu 2?	Shibuya-cho (Bus Terminal)	
12	Small	Dragon: Dragon Crew Who Are You?	Shibuya-cho (Center Street)	
13	Small	Anti-Tag: Watch Out!	Shibuya-cho (Half-Pipe)	
14	Small	Edge: Edge You Out	Shibuya-cho (Center Street)	
15	Small	Sick Puppy: How Much is That Mutt in the Window?	Shibuya-cho (Bus Terminal)	
16	Small	Haze: Hazy Daze	Shibuya-cho (Park Street)	
17	Small	Ryu: Ryo Baby!	Kogane-cho (Factory Ruins)	
18	Small	Happer: Break It!	Kogane-cho (Residential District)	
19	Small	Plug: Plug Your Hole!	Kogane-cho (Underground Sewers)	
20	Small	Slide: Watch Yer Back	Kogane-cho (Residential District) On island between fallen beams near lower alley boats; along water	
21	Small	Nuts: Buck-Nutty!	Kogane-cho (Factory)	
22	Small	Bamboo: It's Epidemic	Kogane-cho (Residential District)	
23	Small	Reco: Record Fanatic	Benten-cho (Pedestrian Bridges)	
24	Small	EOC: Every Other Caption	Benten-cho (Benten Tower District)	
25	Small	Chupa Chupopl: Be Bop	Benten-cho (Park Square)	
26	Small	The Fool: Skate Puppet	Benten-cho (Subway Tunnel)	
27	Small	Haze: All Across the Globe	Benten-cho (Subway Tunnel)	



Graffiti Soul Master List








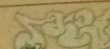











#	Size	Artist: Name	Stage/Character	Tag
28	Small	Jurassic-5: The World Famous Beat Junkies	Bantam Street	
29	Small	Mix Master Mike: MIXMASTERMIKE	Bantam Street	
30	Small	Rob Zombie: House of 1000 Corpses	Grind Square	
31	Small	Poison Jam: Land of Monsters	Poison Jam	
32	Small	Noise Tank: It's a Wonderful Chemical World	Noise Tank	
33	Small	Love Shockers: What a Shock!	Love Shockers	
34	Small	Golden Rhino 5: Golden Rhinos	Goji	
35	Large	Beat: Beat This	Beat	
36	Large	Gum: Minty Cool Flavor	Gum	
37	Large	Tab: Pull the Tab	Tab	
38	Large	Combo: Watch My Moves	Combo	
39	Large	Piranha: Sharpest Teeth	Piranha	
40	Large	Garam: Man with a Plan!	Garam	
41	Large	Mew: Sweeter Than Sugar	Mew	
42	Large	Cube: Tougher Than You	Cube	
43	Large	Yo-Yo: Yo! 3D	Yo-Yo	
44	Large	Slate: Blue Slate	Slate	
45	Large	Black Donut: Thisa Way Thatta Way	Shibuya-cho (Bus Terminal)	
46	Large	III Writer: Spray Me	Shibuya-cho (Center Street)	



#	Size	Artist: Name	Stage/Character	Tag
47	Large	Melting Pot: Home of the Brave	Shibuya-cho (Park Street)	
48	Large	Break: Break It Up!	Shibuya-cho (Center Street)	
49	Large	Bouz: Clumsy Punk	Shibuya-cho (Bus Terminal)	
50	Large	Haze: Haze Amaze!	Shibuya-cho (Park Street)	
51	Large	Yellow Magic: Cubizmo	Kogane-cho (Underground Sewer)	
52	Large	Ebisu Pin: Ride the Wave!	Kogane-cho (Residential District)	
53	Large	Cheap: Cheap and Street	Kogane-cho (Rooftops)	
54	Large	Muddy: Muddy Waters Drown No Soul	Kogane-cho (Factory Ruins)	
55	Large	Haze: Haze Craze	Kogane-cho (Residential District)	
56	Large	Sea Cat: Meowl	Benten-cho (Benten Tower District)	
57	Large	Compile: Hunt and Gather	Benten-cho (Park Square)	
58	Large	Ya-Man: Chill Out	Benten-cho (Main Street)	
59	Large	Graffiti Terrorist: Make Your Mark	Benten-cho (Train Tracks)	
60	Large	Jo: Smooth as Silk...	Benten-cho (Pedestrian Bridges)	
61	Large	Haze: Gaze at the Haze	Benten-cho (Pedestrian Bridges)	
62	Large	Jurassic-5: Rockin' the Decks With Original Beats	Bantam Street	
63	Large	Mix Master Mike: Funky Hip-Hop Scratching	Bantam Street	
64	Large	Rob Zombie: Call of the Zombie	Grind Square	
65	Large	Poison Jam: Rip You to Shreds	Poison Jam	








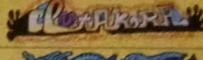






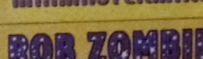





Graffiti Soul Master List

	Size	Artist: Name	Stage/Character	Tag
				
66	Large	Noise Tank: Noise Destroys	Noise Tank	
67	Large	Love Shockers: Shock to the System!	Love Shockers	
68	Large	Golden Rhino L: Golden Rhinos	Goji	
69	X-Large	Kabuki Jam: Theater of Sound	Beat	
70	X-Large	Edge: Off the Edge!	Gum	
71	X-Large	Monkey Business: Don't Monkey Around!	Tab	
72	X-Large	Breaker: Breaker Breaker!	Combo	
73	X-Large	Cub Writer: Goof-off!	Piranha	
74	X-Large	Tokyo Underground: Let's Play Ball!	Garam	
75	X-Large	Music: Music Lover	Mew	
76	X-Large	Grim Reaper: Sick Town	Cube	
77	X-Large	Vandalism: Spirit of the Art	Yo-Yo	
78	X-Large	W.S.W.: Wild Style Wars!	Slate	
79	X-Large	Crazy Crew: Psycho Colors!	Shibuya-cho (Bus Terminal)	
80	X-Large	Bomb Master: You da Bomb!	Shibuya-cho (Half-Pipe)	
81	X-Large	Sound Crush: Mix It Up	Shibuya-cho (Half-Pipe)	
82	X-Large	Saru: A Head of the Crowd	Shibuya-cho (Center Street)	
83	X-Large	B Bose: Pray for Rain	Shibuya-cho (Park Street)	
84	X-Large	Monkey Magic: Funky Monkey	Kogane-cho (Underground Sewers)	



Graffiti Soul Master List

Graffiti Soul Master List

#	Size	Artist: Name	Stage/Character	Tag
85	X-Large	Karate Chopi: Hi-yaaa!	Kogane-cho (Residential District)	
86	X-Large	Hara Kiri: Fatal Regrets	Kogane-cho (Factory Ruins)	
87	X-Large	Mad Banana: Return of the Super Apel	Kogane-cho (Residential District)	
88	X-Large	Twosome: Slapstick Duo	Kogane-cho (Residential District)	
89	X-Large	Lil' Devils: Devil May Care	Kogane-cho (Rooftops)	
90	X-Large	Takara: Reaching Out	Benten-cho (Benten Tower District)	
91	X-Large	Dragon: Year of the Dragon	Benten-cho (Park Square)	
92	X-Large	Quiet Dub: Go to Sleep	Benten-cho (Main Street)	
93	X-Large	Japan Crew: Hip Hop Festival	Benten-cho (Train Tracks)	
94	X-Large	Jet Guy: Pull My Finger	Benten-cho (Pedestrian Bridges)	
95	X-Large	Haze: Purple Haze	Benten-cho (Pedestrian Bridges)	
96	X-Large	Jurassic-5: Jurassic-5 Quality Control	Bantam Street	
97	X-Large	Mix Master Mike: Eye of the Cyklops	Bantam Street	
98	X-Large	Rob Zombie: American Made Music to Strip By	Grind Square	
99	X-Large	Poison Jam: Jam to the Venom	Poison Jam	
100	X-Large	Noise Tank: Trancified	Noise Tank	
101	X-Large	Love Shockers: Heartbreaker	Love Shockers	
102	X-Large	Golden Rhino XL: Golden Rhinos	Goji	



THE CONTINUING ADVENTURES OF Sybex-Man...

MEANWHILE, AT THE EDGE OF THE FORBIDDEN FOREST...



POWER UP WITH SYBEX® GAME GUIDES!



www.sybexgames.com





Full-color
poster
Inside!

FIGHT the POWER!

There's big trouble in Tokyo-to as a ruthless government tries to keep kids from expressing themselves. Funky graffiti crews fight back the only way they know how—with rocket-powered in-line skates, high-flying tricks, and an arsenal of fully loaded spray paint cans. The graphics are revolutionary, the action is non-stop, and the sound track is slammin'. But before you tune in, reach for this exclusive, full-color guide—packed with all the tips and tricks you'll need to keep your skates on track.



Find all the shortcuts with detailed maps for every stage and level.



Unlock characters with walkthroughs for every Rival Challenge!



Navigate the vast cityscapes with the greatest of ease.

About the Author

An avid RPG and action/adventure gaming fan, Pd. Joyce has penned a number of console strategy books. This is the author's first project with Sybex, but her gaming expertise and experience ensure that it won't be the last. Welcome to the funhouse, Pd.

Inside you'll find:

- Comprehensive screen-by-screen walkthroughs of every stage
- Detailed maps for planning your course
- Hardcore strategies to help you outwit the police and rival crews
- Essential tricks for every character
- A comprehensive list of the game's outrageous graffiti

PLUS: Learn how to unlock hidden characters, modes, and other secrets!



Graffiti is art; however, graffiti as an act of vandalism is a crime and punishable by law. Sega does not condone or encourage graffiti as an act of vandalism.



0 25211 22894 4



9 780782 128949

90000

ISBN 0-7821-2894-7

\$14.99 us \$22.95 can £9.99 uk
VIDEO GAMES